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BUSTERS
II**

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12

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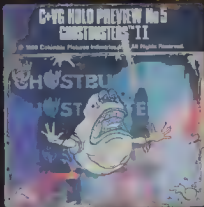
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elite squad of mafia-busters.

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easily one of the most successful
licences to date"
Sinclair User

"an absolute corker of a game... as
smooth and polished as you can get,
animation is top notch... a brilliant
film conversion"
Your Sinclair



TAKE ON THE MOB

THE CHABLES



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apparent in the game design, there
are the superb graphics"
Games Machine

"the film was great... the game is
even better. Great atmosphere... the
music is brilliant... a spectacular
combat game, an unbelievable
package... and utterly superb game."
Zzap

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AMSTRAD

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PC & COMPATIBLES

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AMIGA

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MEGA COMPS HOTLINES

33

Flippin' heck! Two (count 'em) PC Engines, a Sega Mega-drive and one hundred quid's worth of software for your computer are all on offer on our mega phone lines!

WIN AN ST

104

Win a copy of Grandslem's fab new kung-fu game, Chambers of Shao-lin, and a brand new ST to play it on!

WIN A DAY RACING

114

Have a manic burn around Silverstone in a very fast car courtesy of Virgin Masterline. If you can't drive, there are alternative prizes of mega radio controlled cars.

WIN A VCR

125

Domark are so chuffed with Hard Drivin' that they're giving away a brilliant video cassette recorder, and racing videos to go with it!

WIN NINTENDOS

150

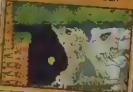
Five (count 'em) deluxe Nintendo sets are on offer from Nintendo, featuring a console, light gun, robot AND games!

CONTINENTAL CIRCUS



PC ENGINE 8 SG

There's a new version of the PC Engine in town, the Super Grefx, which features extra chips, a stunning box and an amazing control unit - check it out.



PLAYMAS- 35 TERS

Loads of mega stuff including Balman maps and tips and the definitive Xenon II players guide, and of course the Official UK High-score table.



CONTACTS AND CREDITS

EDITOR Julian Rignall ART EDITOR: Andree Walker STAFF WRITERS: Paul Glancay Paul Rand ART ASSISTANT: Osmund Browns AD MANAGER: Joanna Taylor DEP AD MANAGER: Tina Zanelli PRODUCTION ASSISTANT: Glenys Powell PUBLISHER: Graham Taylor THIS MONTH'S COVER: GHOSTBUSTERS II FROM ACTIVISION COVER ARTIST: JERRY PARIS

SUBSCRIPTION ENQUIRIES: EMAP Frontline, 1 Lincoln Court, Lincoln Road, Peterborough PE1 2RP. TEL: 0733 5551 61, FAX: 0733 62788. EDITORIAL AND ADVERTISEMENT OFFICES: Priory Court, 30-32 Farringdon Lane, London EC1 3AU. TEL: 01 251 6222 FAX 01 490 1095 PRINTED BY NENE RIVER PRESS, WOODSTON, PETERBOROUGH COLOUR BY: PROPRINT, LONDON E15 TYPESET BY: JAZ AND WRT AT EMAP DISTRIBUTED BY: EMAP FRONTLINE (C) C+VG 1989 ISSN No: 0261-3697



EDITOR JULIAN JAZ RIGNALL, Captain of the UK Video Game Team (Championships), our Jaz is a bit of a whizz on the old video games. When he's not editing the magazine he's guaranteed to be bashing some game or other - he's even played the Game Boy in the bath.



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MEGADRIVE OFFER

C+VG offers the best discount coupons yet, with a whole forty quid off a Sega Megadrive!

30

COMPILATION CRAZEE

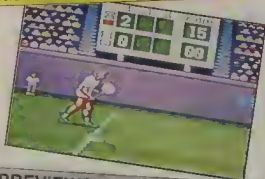
Christmas is the time of merriment, good cheer and game compilations. We review this year's selection

88

MEAN MACHINES

108

We've got Bloody Wolf on the PC Engine, two brand spanking new Sega games, Cloud Master and Tennis ace, and news of an affordable arcade system!



PREVIEWS

Loads of amazing stuff this month, including Dynamite Dux, Psycho Fox and Dead Angle on the Sega Master System, Footballer of the Year II, Punisher, Snoopy, Cinemaware's latest and greatest, TV Sports Basketball, Darius Plus and the Gimmie Bros' stunning new isometric perspective game, Caddis!

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ART EDITOR ANDREA WALKER
COPY: WALKER
Andrea is C+VG's Art Editor, and spends a most of her time looking for her scriptural rules. She's a keen fan of the game, and she's the next page down at top speed and have enough time to rip into the games room for a quick blast.



STAFF WRITER PAUL STANDISH
GLANCEY
Hans Paul, who stood in as a core team member in the European Championships recently is still rolling with shock since he beat top Spanish and French players on several games. "I never knew I had it in me he was heard to say



STAFF WRITER PAUL RAND
On a recent trip back to his home town of Newcastle he had a bit of an argument with a chip pan fryer and game off the wares for war. The oil just jumped onto me hand and our Georgia chum, brandishing his bandaged appendage

SCREENSHOTS FROM AMIGA VERSION



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PC ENGINE SG

The console war is hotting up! Looking like something out of a science fiction movie, the PC Engine Super Grafx is released in Japan at the end of this month. Just how good is this latest super console? Julian Rignall has the story...

INSIDE THE BEAST

The PC Engine Super Grafx is a stunning-looking machine which resembles a piece of high-tech military gadgetry. And beneath its rugged exterior beats a mighty heart.

The machine uses a similar processor to the normal Engine, but has the addition of special video and blitter-style chips to shift sprite data around very quickly, allowing up to 128 sprites to appear on-screen simultaneously, compared with the Engine's 64.

The sound chip is the same as the Engine, but since Super Grafx cartridges feature more memory than their PC Engine counterparts, there will be much more room for sampled sounds and speech.



▲ Airborne blasting thrills!

THE GAMES

First and foremost, the PC Engine SG is compatible with all existing PC Engine titles, a feature that has become increasingly important in the dawn of new consoles, as it gives the user an instant games library while newer titles are developed.

There are details of only three SG games at the moment, a conversion of Capcom's *Ghouls 'n' Ghosts* (which looks as good as if not better than the Magadrive version), an amazing Raslan-style arcade adventure, and a stunning 3D flying game that looks similar to *Lock-On*. The latter two have untranslatable Japanese names.

Reports state that there are another seven games currently being developed.

THE WHOPPER ADD-ON

An incredible piece of hardware that is being released simultaneously with the Engine SG is the Power Console - a control unit which makes the Konix Multisystem look very ill indeed. It features



▲ The new console in all its glory.

It features a full steering yoke, rather like the controls on the *Star Wars* arcade games, complete with top-mounted fire buttons, a gear stick/throttle, an LCD clock/timer, an LED radar-type display, a numeric keypad, and a plethora of buttons and knobs! The Engine SG slips neatly inside it, and once installed, you've got a control system that a 747 pilot would be jealous of!

▼ The Power Console - how's THAT for a joystick?





▲ SuperGrafx Ghouls 'n' Ghosts

WHAT ABOUT THE ENGINE?

The immediate thought is that PC Engine software will dry up when the SG is released. Rubbish! With over 1.9 million Engine users in Japan alone, the American version of the Engine, the TurboGrafx just released, and a European version on the way (rumours currently state that it'll be available by autumn 1990), there's going to loads of new Engine games. What's more than likely to happen is that games will appear on both systems, with the SG game being a very enhanced version of the normal PC Engine title.

IN CONCLUSION

The Engine SG is a brilliant new machine especially when you take into account the amazing Power Console PC Engine titles already hold their own when compared with games on other systems - with its extra chips, SG games should be simply stunning!

WHEN AND WHERE

The PC Engine is yet to be officially released in Britain, so the PC Engine SG is a long way off appearing. The release date in Japan is later on this month and it'll retail at just under £180 - if things go the same way as they did with the Engine, you'll probably be able to buy modified imported versions early in the new year for around £250.



▲ Graffiti Kingdom



▲ Rastan-style hackin' and slayin'.

SPEC PROCESSOR: HUDSON 6502 LSI+
COLOURS: 512
RESOLUTION: 256x216
SPRITES: 126 ON-SCREEN SIMULTANEOUSLY
SOUND: 6-CHANNEL STEREO
RAM: 128K WITH 32K VIDEO RAM

***Pretty As A Picture,
Mean As The Devil.***

**Weird things happen...
The slime is on the rise.
The Titanic has arrived.
And after 300 years, Vigo
the Carpathian won't
stay dead.**

Who you gonna call?

**Get your bustln' business
back on its feet. Hit the
streets in your
Ectomobile. Go
underground to discover
a river of slime...and rise
above it all with the
Statue of Liberty. All to
turn evil to good and
defeat Vigo at the
Museum of Art.**

**Action, adventure,
strategy challenges —
and great laughs.
Ghostbusters II.**

THEY'



ATARI ST SCREEN SHOTS



GH**OST**BUSTERS II

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CHAMP-10000ONS

Yaah! We stuffed 'em! The UK Video Games Team sponsored by US Gold and Computer and Video Games fair trounced the French and Spanish national sides in the first European Video Games Championship held recently at the Salon de la Micro show in Paris.

tioned US Gold/Boys Club competition
PAUL "Oh No" GLANCEY - C+VG
Staff Writer and last-minute substitute

The team was ably supported by US Gold PR supremo Danielle Woodyatt and her assistant Andrea, who organised the whole trip, argued with waiters and took the pics

THE COMPETITION

The players were tested in three minute sessions on five games across a variety of machines. The team scores were then totalled and the win-

THE BRITISH TEAM ROSTER WAS:

JULIAN "The Cap'n" RIGNALL - C+VG's Ed, also ex-C+VG arcade champ and blaster extraordinaire
MARTIN "Tactics" DEEM - Another

ex-C+VG arcade champ, and holder of numerous arcade world records
SIMON "Pomme-Fritee" HADLINGTON - Runner up in the US Gold/Boys Club games championship of '88
STUART "Nee Bata Man" CAMPBELL - Overall winner of aforemen-



▲ The night before... The TiLT staff treat the teams to an amazingly keen meal, but judging by this shot of Julian's peppered steak, the wine was flowing a little TOO freely for our anonymous camera person...



▲ Martin Deem mulls over his strategy before taking on Amiga New Zealand Story.



▲ Martin and Simon try to glean a few moments of practice on Turbo Cup, the ST game which was to prove the team's nemesis.



▲ Simon grips his day-glo joystick with relish, licking his lips as he takes control of Tiki the kwi. New Zealand Story is the game he's best at!

CHAMP-10000ONS



It's all over and it's time for the winners to pose in the Paris sunshine for Danielle to take a team photo. And they are (from left to right): Paul Glancey, Andrea Newton (US Gold haggler, translator and general bonne vivante), Martin Deem, Julian Rignall, Stuart Campbell, and Simon Madfinton. Vive les vainqueurs!!! Right, now off for some more of that fancy French nash!

AROUND THE WORLD OCEAN WINS BATTLE

ean n n g n r p u l y l e a s n g a n n g 16 b i t s o f t w a r e h a v e n o t s e c u r e d t h e l i g h t s t h e s e q u e l t o R a i n h a d s s l a n n i n g 3 D a r c a d e s t r a t e g y s i m C a m e l C o m m a n d B a t t l e C o m m a n d i s a 3 D f u t u r i s t i c t a n k b a t t l e a n d w i l l b e r e l e a s e d i n M a r c h M o r e n e w s w h e n w e h a v e i t

A STUNNA

Domark have snapped up the rights to two of Atari/Tengen's hottest new coin ops. Escape From The Planet Of The Robot Monsters and STUN Runner.

Planet Of The Robot Monsters is a hilarious forced-perspective 3D romp in which you have to travel through a robot infested base and rescue the on sieved humans, while STUN Runner is a fabulous new 3D race 'n' blast game. For more details read the full review in the Arcade Action Megabook.



DR DOOM AND SPACE ACE

Coming soon from Entertainment International are two new licensed products. There's Dr Doom's Revenge the game of the Marvel cartoon character in which you control Spiderman and Captain America on their way to defeating the eponymous baddie, and Space Ace, the conversion of the laser disk arcade game that's being programmed by the team behind Dragon's Lair. We've already seen a demo and it looks amazing on both ST and Amiga—expect a review next month.

ners declared. The British team notched up record scores on Nintendo's Super Mario Brothers, Ocean's Amiga version of New Zealand Story and Sega's poopy old Captain Silver. The lads did creditably on the Amiga conversion of Forgotten Worlds too, and were only stymied by the ST version of Loricief's Turbo Cup, which only Julian had played before (a year ago!).

THE RESULTS

But luck and a following wind were on our side. With sterling performances all round, the team took first place, followed by the French (sponsored by Tili magazine) and then the Spanish team (sponsored by Micromania magazine).

Our boys won 3000 francs (about 300) each, and Julian would have taken the prize for 'Best Player of the Tournament' (about 500) had he been 02 of a second faster in Turbo Cup. Tcheshl Still, that leaves him something to set his sights on for next year's competition, which will be held at the ECTS Show (formerly the PC Show) next Autumn!



The Seven Gates of



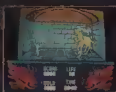
Jambala



ATARI ST



AMIGA



THE SEVEN GATES OF JAMBALA

Escape from the caves of Jambala in this fun-filled jump and run game with stunning graphics and sound.

You will face a labyrinth of caves which not surprisingly hide a host of inhabitants, good and bad, treasures, puzzles, magic spells and many hidden screens.

If you are lucky enough to find all 7 pieces of the missing magic wand and reach the last city you will finally have the chance to escape from the labyrinth.

A fascinating voyage of discovery through an unknown world of fantasy.

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Croydon Surrey CRO 6TP



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C64 CASS £9.99

A TITANIUM BLADE

A HEART OF STEEL

STRIDER



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ONE MAN - ONE SWORD - ONE FREE WORLD!

THE RATINGS

When a game is reviewed, we give ratings for five different

GRAPHICS

Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND

Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE

Here we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging in other words - is it worth the money?

PLAYABILITY

This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

OVERALL

The most important rating of all. This is what we think of the game as a whole taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+

A C+VG HIT! An outstanding game that shouldn't be missed.

70-85

A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69

Average to fairly good. Could still appeal to fans of the genre.

40-55

Below average to average. Generally a disappointment.

15-39

Generally a poor game that mightn't even appeal to the most ardent fans.

14-

Ugh! Binary sewage that is guaranteed to make your computer throw up.

THE REVIEWERS

JULIAN RIGNALL

CiV's arcade player who lives for coin-op conversions, ventures.

PAUL GLANCEY

He loves games requiring brains, but doesn't mind the odd blaster.

GORDON HOUGHTON

52-Zzap! 64 Editor. Julian's boss, are tops in his house.

PAUL RAND

An easy-to-please gamer who likes all sorts of computer games.

REVIEWS

SPECTRUM

ACTION FIGHTER 82
GHOULS 'N' GHOSTS 76
C+VG COIN-OP HITS 88
STAR WARS TRILOGY 85
TOLKIEN TRILOGY 88
DARK FORCE 89
WINNERS 88
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STORY SO FAR IV 93
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THRILLTIME GOLD II 43
THRILLTIME PLATINUM I 93
CHRISTMAS COLLECTION 94
100% DYNAMITE 94
EPYX ACTION 94
GHOSTS 'N' GOBLINS 88
MUTANT FORTRESS 47
PAPERBOY 47
RAMPAGE 100
SHORT CIRCUIT 100
SOLDIER OF LIGHT 100
SPITFIRE 100
THUNDERCATS 100
XENOPHOB 100
TOOBIN 112

AMSTRAD

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C64

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ST

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CURSE OF THE PHAROAH 73
GHOULS 'N' GHOSTS 76
STAR WARS TRILOGY 89
LIGHT FORCE 89

C+VG HIT! REVIEWS

GHOSTBUSTERS II

Amazing graphics and great sampled speech are all part and parcel of this NITTI game of the film, **TURBO OUTRUN** 54. Blistering racing action as US Gold's road-burnin' conversion roars in for a NITTI.

ROCK 'N' ROLL 64

This original and highly entertaining arcade puzzle game looks great and plays even better.

OMNICON 68

Imageworks' intriguing arcade adventure has plenty of depth.

INTERPHASE 70

A fantastic combination of filled-3D blasting and puzzle gaming makes this original game a winner.

GHOULS 'N'

GHOSTS 76

Guido Sir Arthur through a manic level of mayhem in this brilliant arcade conversion.

DAMOCLES 106

The sequel to the classic game Mercenary has been a long time coming, but it's well worth the wait!

SWITCHBLADE II 116

Stunning 'n' fun, 'jumpin', collectin', fightin' 'n' fumpin' game from the makers of Rick Dangerous.

HARD DRIVIN'

Incredibly realistic 3D driving simulation conversion from Domark - check out the HIT! review!

WINNERS 82
STORY SO FAR I 82
STORY SO FAR III 93
THRILLTIME PLATINUM II 94
PREMIERE COLLECTION II 94
DAMOCLES 106
NINJA WARRIORS 110
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AMIGA

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PC

OMNICON 88

SEGA

CLOUD MASTER 138
TENNIS ACE 138

PC ENGINE

BLOODY WOLF 140



REVIEW

► ST

Times have been hard for the Ghostbusters. Instead of being treated like heroes after saving New York from the evil of Zuul, they were forced to take the blame for the battle-damaged city and had to disband. Now, four years later they're called out of retirement by a painting of an ancient Euro-psycho named Vigo in the NY Museum of Modern Art: the presence of something supernatural under the streets of the city and Dana Barrett's baby, Oscar.

Activision's game of the film features three sub-games inspired by scenes from the movie. In the first stage, you have to lower Ray Stantz down a 120m deep airshaft on a cable to get a sample from what is, in fact, a river of slime running along the Van Home underground railroad. As Stantz descends you have to zap attacking spectres, ghostly hands and cable-cutting ghosts, while swinging him left and right to collect three bits of a goop scoop, as well as extra weapon supplies and courage elixir from ledges on the side of the shaft. The prospect of getting a man on a swinging rope to shoot ghosts coming at him from six directions while collecting extra weapons might sound like a nightmare, but in fact the clever joystick control makes it surprising-

ly easy. So easy, in fact, that it's not going to be long before you're loading up the next section.

Having analysed the slime the Ghostbusters have found it sensitive to emotional energy, so they decide the only way to rid the streets of spooks is to use positively-charged slime to animate the Statue of Liberty, then rally a crowd of happy New Yorkers behind them and draw power from their positive vibes. This part of the game takes the form of an unusual sideways-scrolling shoot 'em up with Miss Liberty leading some dinky dozen sprites on the left of the screen, and swarms of slimes and spooks flying on from the right. The statue's torch draws on a supply of good slime to produce joystick-controlled fireballs which you can use to shoot down the encroaching swarms of phantoms. Blasted phantoms drop slime to the streets, which a group of your folks have to

BY ACTIVISION

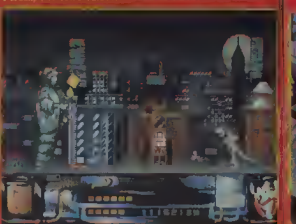
dash out and pick up to top up the slime tank. The graphics on this bit are superb, but incredibly detailed ghost sprites which look just like the spooks

in the movie. The shoot 'em up action is a little monotonous but it's basically good, undemanding fun, and the occasional sight of having one of your fellahs picked up by a slimer then dropped to

▼ Scoop the goop.



▼ A busy T-Rex blocks the road.



▲ A New Yorker gets carried off

BUSTERS II

**C+VG
HIT!**

his door... right laff

Finish this stage and you enter the final confrontation. To return to Earth and rule it, Vigo's ghost has to enter the body of a baby, and the baby he happens to have chosen is Oscar

Barrett. He is drawing power from Oscar who has been placed before his painting by the zombified artist, Janosz Poha. You have to abseil the Busters into the gallery one at a time, then collect the baby and

the baby and hide it... another to do over Janosz, and then another two to zap Vigo when he finally emerges. I won't go into any further detail, because the way this section plays is almost identical to the scene from the film. Anyone who's seen it will know exactly what to do.

Don't worry if you haven't seen the film, though, as the game loads plot details, digitised pics and speech before each sub game.

I was quite surprised to find that Ghostbusters II was one of the very few games of the film, which actually matches the quality of the film. In fact, I was a bit disappointed with the film so I'd go even further than that and say that it is even more enjoyable than watching the movie! The graphics are excellent throughout, the action is as compared by three neat renditions of the film's soundtracks and all three games are good fun to play. What else matters?

PAUL GLANCEY

UPDATE

Expect the usual differences between the ST and Amiga versions. The 8 bit games should have the same gameplay with compromised graphics and sound, and of course, no speech.

ST £24.99

GRAPHICS 88%

SOUND 85%

VALUE 82%

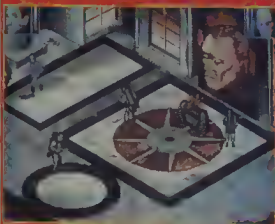
PLAYABILITY 84%

A great license which puts the movie's action sequences to very good use in three varied and playable levels.

OVERALL 85%



▼ Zap Janosz and save the kid.



▲ Hammer. You lose...

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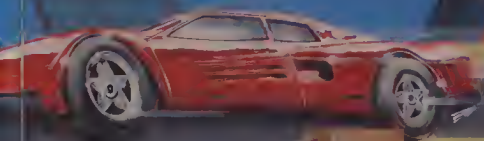
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60

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Here he comes. Walking down the street. Getting the funniest looks. From everyone he meets. Hey-hey it's the YOB-ee. And people think he's a-yobbin' around. But he's too busy writing. To be kicking anybody down. If you've got something interesting to say, write to YOB'S MAILBAG, C+VG, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. If your letter is particularly interesting, you could win a special YOB prize!

PRICEY CREDITS

Dear YOB,
I'll get straight to the point - has anybody noticed the prices of arcade machines lately?

For example, I was in an arcade the other week and I was happily playing on Chase HQ and ran out of time. I delved into my trouser pocket and fell around (poor). To my shock I had ran out of money. To be exact I had gone through 20 and I had only been there for half an hour! (And before you start getting ideas it wasn't because I was crap at everything.)

I realise that the sophistication and technology of these machines is very great and they must cost an enormous amount of money, but perhaps the arcade owners could have a system where, when they have a new machine, make people pay

about 50p a go until the machine has paid for itself (twice if they want) and then lower the price to around 20-30p a go. This would certainly please me because I am very poor (and no remarks about the stamp being 2nd class please) and I'm pretty sure it will be easier on everybody else's pockets too. Yours poorly, Big Balls Barry, Bedale, N Yorks

YOB: Although your sentiments on machine pricing are sound, unfortunately a thing called money-grabbing capitalism stands between the arcade owner and him pleasing you. After all, given the choice between earning loads of money and pleasing some spotty old, I'm sure you'd go for the cash. And as for spending 20 in half an hour, I'm sorry to say and sad to report that you really

must be a pretty rubbish game player.

EVERYBODY NEEDS GOOO NEIGH-BORES

Dear YOB,
If you don't mind, please may I take the utter ptes out of Gail Robinson in Neighbours In the episode on Monday, 24th of July, Gail was playing Frogger on her computer at work. While playing she was pressing buttons at random, and generally taking yonks to get across the road bit. When she did she said to Paul 'I've got to get across the logs; I don't think I'll do it'. Paul does it for her in 0.00023 micro seconds, then both decide to have a contest on the game. Why oh why do people on TV still talk about 'those ugly Space Invader machines' and 'Poia Position'. When will people eventually realise that games have developed drastically and teenagers play games like Hard Drivin' not bloody Frogger.

James Oliver, Nutfield, Surrey

YOB: Too flippin' right. It seems there's mass ignorance about computer games in the generation above us. What really chasaaa me of, though, is that not only does the BBC still wheel out crummy old Acorn Micros at the first available opportunity, but there's no tally program for computer games. After all, it's the ideal media to show off graphics and sound.

And it's a proven fact that playing computer games is the second most popular pastime after watching the television. Channel 4 shows obscure 'Dance on Four' programmes (usually four twerps from the Lambeth Inner City Dance School doing Swan Lake in Dr Martens accompanied by tone deaf musicians on dustbins) - how many people watch that, compared with the potential audience of a decent computer programme? Write in and let your feelings known...

OU EST LA MACHINE?

Dear YOB,
I am writing to you to see if you can help me. It is about two of my all-time favourite arcade games: Dragon's Lair which I have not played in 4 years, and Super Don Quixote, 2 years. Please could you tell me where in England

I could find these amazing games I've tried Scarbro, Whitby, Redcar, Blackpool and Alton Towers, with no luck. Also could you tell me how much they both cost as complete machines and where I can get them from Michael Pearson, Saltburn, Cleveland.

YOB: Jazza, arcade guru of the western world reliably informs me that there's a Dragon's Lair machine in one of the arcades in his home town of Southend. As for Super Don Quixote - it's very, very unlikely you'll find one anywhere. And don't even think about buying a laser disk arcade machine - they're very unreliable and are incredibly difficult to maintain.

I SAW...

Dear YOB,
I have developed an incredible technique to create two computers from one!! Simply take a good, sharp chainsaw and slice all the bits in your computer in two! Then reassemble and viola - two computers for the price of one!!

B Firth, Stevenage Herts.
YOB: What a great trick! Try it out on your head and see if you get similar results - but make sure you have adult supervision.

DUTCH CHEESE

Dear YOB,
The first part of my letter is about the Dutch jerk who calls himself Marco Van Besten from somewhere called QPSF. Ha reckons we're stupid having Big Screen and AGM (which have now been got rid of). However, he is the stupid one because he is a software pirate. And he also claims he's putting them on British shelves. It's completely pointless because all he can do is get caught eventually. So next time he writes send him a few hand grenades and get a mechanism so when he opens the parcel, the pins are pulled out. KABOOM! No more Dutch pirate.
John Gibson, Newcastle
YOB: How apt. As I've always said, computer pirates are the rancid side marks in the Y-Fronts of the computer industry.



AN ARTISTE

Dear YOB,
The drawing of the man writing Mail Bag on the wall is so crap. His body is all out of proportion and if he's just written Mail Bag then why is his pen still on the letter B? I think I could do a lot better, so I've drawn a man for you to use.
Joss Maimes, Marlborough, Wilts
YOB: What an artistic genius. Straight from the famous East Chesham County Primary School of painting. It's not mistaken.

WHAT'S BEST?

Dear YOB,
I am hoping to purchase a console in the very near future and would like some advice about the Sega Mega-drive and the PC Engine.
Which one is technically superior, and which has better long-term prospects? I am extremely grateful for your help.
Y Tsang, Slough, Berks.
YOB: For the answers to all your questions and more, just read the C+VG Complete Guide to Consoles Book, out in the newsagents now priced only 2.95.

CHEAT OR NOT?

Dear YOB,
I am a loyal ST owner and C+VG reader. Recently I was reading the high score page in your brilliant mag and came across the high score for Robocop. Thinking I could beat this I began to play my copy of the blockbuster game. But to my enigma I could not beat the high score, not to my own lack of skill but to the conclusion that the per-

son with the high score in question is not telling the truth. Shock! Horror! I hear you say but on my own evidence I have found this to be true. It is impossible to achieve such a score without the use of some sort of cheat. Trying every possible means of beating this score I still came 40,000 points short of Robocop's score on completing the game.

Please deal with this person in the appropriate manner.
Sam, Belfast.

YOB: The way to get a score that high on Robocop is to blast as many bad-dies as possible within the time limit. You can get scores that high - you'll just have to practice, matey.

LET'S MAKE LOTS OF MONEY

Dear YOB,
Please can you tell me what I have to do to make a lot of money like a computer wizz.
Id.
No name supplied.
YOB: Easy, write a completely brilliant game that sells loads of copies.

NO CHANCE

Dear Yobbo-Pocs,
Please could you have a quiet word with your comrade Julian Rignall and tell him into giving me his PC Engine as I don't feel inclined to fork out the spondoolicks for a brand new one. If you don't I might come round and accidentally snip off his happy-style hair!!!
Stimon Bailey, Bernehurst, Kent
YOB: Go forth and multiply wee Julian's succinct answer.

A XENON STAR

Dear YOB,
On Wednesday 11th, at precisely 5.30, my house was finally at rest. I nervously moved towards the computer to insert the fated disk. This time, there were to be no interruptions, this time the Xenons were going to die. As it turned out, everything went exactly to plan. I even had four lives by the time I came to the last end of level guardian. I was cool, confident and collected. Billy Joel's latest song blared loudly in the background and the final confrontation began.
It was a piece of cake, he had no defence against three lasers, bullets that were bigger than my ship, two shields and enough power-ups to supply the National Grid. In fact, my armoury was so big I felt sorry for him.
Well, the reason I'm writing is because I want to see if I am the first person to finish Xenon II. Or if not, how many came before me.
Jonathan Khen, Braxbourne, Herts
YOB: Sorry to disappoint you, but you're the 1,537th person to finish the game. Make sure you're quicker next time.



WET NANCY GIRLIE

Dear YOB,
I am a cool rock hard high flying guy! And if anybody messes with me I will break their ankles with a pair of Doc Martens, so send me a C+VG T-Shirt or else Steven Moon, Liverpool.
YOB: Cool? Rock hard? I bet you wear pink slippers with fluffy pom-poms and litan to Broa, you big wat girlie nancy.

WRESTLIN' SPECTRUM

Dear YOB,
I own a pretty pathetic Spec-y. But I love wrestling so could you give me a list of wrestling games available for it and how good or bad they are. Are there any plans to convert the coin-op Main Event, as I think it's dead cool.
Hulk Hogan, Shrewsbury
YOB: As far as I know there's no conversions of Main Event coming on any machine. Tough.

PENNY WISE...

Dear YOB,
I went out and bought an arcade yesterday, cos it will be a darn sight cheaper than buying all the inferior, crap coin-op licences coming out at Christmas.
Mark "The Owner Of A Brand Spanking New Arcade" W, Keaton, Kent
YOB: No it won't.

HONORARY TWERPS OF THE MONTH

Dear YOB,
Dur company has copied many well known games, like Robocop, Dperation

Wolf, Mr Heli, Last Ninja II, etc etc. This is all possible, because a) a lack in the Dutch law, b) our Research and Copy team has done a great job!
By the way, why did you call our Chairman of the Board, Marco Van Basten MBA, a twerp (C+VG, July 1989)? He isn't pathetic at all!!
Prof Dr Ruud Guilt MBA, Dutch Piracy Software Federation

YOB: Well, what a right festering little pustule we have here. What annoys me about this sort of paeon is their inmanas self-importance. They think they're so ruddy clever, when in fact their mindless antic require the brains of a retarded slug. And I'm afraid that like you, your "chairmen" IS a pathetic little twerp - why don't you just go back to tulip picking and do us all a favour?

IT'S EASY

Dear YOB,
I have one mega-complaint to put to Julian Rignall. How in Yob's name can he clock up a score of 12,670,000 on Nintendo's Gradius when it only goes up to 9,999,999? Was it just a mistake, and you meant 1,267,000? If so I am bloody annoyed as I spent 8 hours clocking up the highest possible score. I had over 90 lives left, only to find that the score returned to zero.
If JR arrived at the score by clocking the top score and then getting another 2,670,000 then this can't really be called 12,670,000 because this cannot be displayed. If you did make a mistake with the score then

please make me the no 1 slot in the legendary high score table.
Asla Walker, Chesterfield, Derby
YOB: What a flippin' div. It's called going round the clock - just because a machine can't register scores of over ten million doesn't mean it's impossible to score over that, does it? It's just a simple case of addition you dummy...

MORE SILLINESS

Dear YOB,
I'd just like to give a subtle telling off to all those "My Amiga is better than your ZX81 any day" people who insist on slagging off their nearest rival (ie ST and Amigas, C64s and Spectrums, ZX81s and Acorn Atoms, etc) Don't bother lads! There's one computer that really finishes you lot off (and it's not the Ukahi 4,000,000 bit 75,000,000 megabytes computer either). It's the DRAGON 32! I bought it way back in 1984 and it's had to be repaired once in five years. Not bad for a John Manzius display model! And don't laugh at me either. Within two years I'd bought a Spectrum and frankly, I don't know why I bothered. Most games (I only had about ten) on the Dragon were played

for hours on end, yet on the damn Spec-y (end more recently my uncle's ST) I spend more time loading in the game (from over a hundred) than playing it. Come on you lol! Graphics and sound don't count for everything you know.

Besides, the trouble that Spectrum caused me is NOT worth talking about. The Dragon has used two tape recorders in five years (my Grandad uses it now), the damn Spectrum at least four. Within two months of having it I had to send it back (twice) and after a paltry year it had to be repaired.

To say the Dragon's a tough customer is an understatement. The poor thing's been on for at least ninety weeks out of the last hundred (my Grandad rarely turns it off) and nothing has happened to it yet (the repair was done beforehand). When I look at that poor, labouring beast it drives me so mad to think of all these wonderful 16 bit computers receiving so much unworthy praise. Performance beats looks any day! Nicholas Peers, Powys.
YOB: I can't really think of anything to say, as it would be like kicking a poor defecates blind cripple while he's down.

PLACCY PAGES

Dear YOB,
The other day I was reading your section and I was so busy reading it I accidentally knocked my tea all over my meg. So please make your section waterproof. Also I think C+VG is cool.
Kieran Ginty, BFPO 140
YOB: My section is boggy proof, shock proof, smudge proof, and your finger doesn't go through when you wipe your bot on it. What more do you want?

INTERESTING

Dear YOB,
The other day I found a sweaty sock behind the fridge. I discovered it was soaking wet and, after some clever thinking, remembered that's where I'd been keeping my ice block collection. I then deduced, it wasn't a brilliant idea to leave a stick of lighted dynamite in my brother's school bag. Even

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though he'd deliberately killed my pet woodhouse. I poisoned his tortoise instead. By the way, I got 1,345,000 on Out Run while blindfolded and hopping on one leg. Is this a record? Also I have a tip for your tips section. If you get totally p*ssed off with your computer games just pour petrol on them and set them alight! Plus an added bonus it works with any game! Now after that mega tip I have got some questions for you. I have recently bought a PC Engine CD Rom. If I put two slices of white bread in it with a tasty filling would it toast them? Please answer this question because our toasted sandwich maker is broken and we can't afford another one after shelling out nearly 200 for a PC Engine (excluding the price of the CD Rom). Also, if I spread strawberry jam on all my Sega games (preferably Robinsons) can I play them on my PC Engine? The Bogey, Herts.

YOB: What a crazy loony - a couple of luncheon vouchers short of a good time and no mistake.

YODA AND DARTH STRIKE BACK

Dear Uncle Travelling Mat, Yo-Ho-Ho! Merry Christmas to one and all! May your stockings be happy and full (like Yoda's). Mind you, it does seem rather odd writing this letter in the middle of a heat wave - just to get it printed for your December issue. We would like to add our support to your strong views on piracy. Pirates cause nothing but trouble (Blackbeard was always a nasty piece of work). We

used to copy Aquarius software for seven people around the world until my friend's dog was captured by the police and subjected to hours of vicious torture. We believe that there would be no piracy if they could see what the police could do to a dog with a pair of oven gloves and a fishfinger. We think you will be excited to learn that our Space Invaders game has been signed over to Code Masters under the title of Space Invaders Simulator (original, eh?) and its sales should make us into millionaires (according to David Darling). Richard Darling may look like a total donkey, but after he had seen our game he was quaked as saying 'WOW! AMAZING! What a brilliant game! The programmers must have been working on this one for decades! Wonderful! Wonderful! This game features more levels than I have pairs of Y-Fronts (three)!' We think he liked it.

Perhaps we could take this opportunity to thank you for the splendid hologram you saw fit to attach to the front of October's issue. However, Yoda and I think we will need 193 more to cover our Christmas turkey (either that or an extremely small turkey). Perhaps you could attach a packet of Paxo to next month's issue?

So, once again we'll sign off with a slinking stonking spanking bonking 'Goodbye!' Darth Vader & Yoda of TAC (The Aquanus Club)

YOB: What cer-azee loons, and we're not talking giant bottom-flapping purple trousers that our mums and dads used to go to

Woodstock in. Write again soon and make me giggle. Have a special YOB prize of one hundred pounds worth of software for being very entertaining.

NINJA SPOTTING

Dear Yob, Come, come Grasshopper is what you said in the October issue answering a letter from Paul Heirfax. When you say Grasshopper, associating it with martial arts would make you think of China, but Ninjutsu comes from Japan and when you say kung-fu as in unarmed combat that is wrong. Unarmed combat in Ninjutsu is called Yajitsu and sword fighting is Kenjutsu. Ninjutsu splits up into many different skills such as Shinobi which means stealth walking, Bojutsu in which a ninja trains with a stick about 4 feet long. There are many more skills of Ninjutsu and when, in the arcade game Shinobi, when you do ninja magic you are supposed to be doing kugi ken which is not a spectacular feat but a form of meditation in which the ninja makes signs with his hand. Doing this he centres his air/light on the meaning of the sign. There are five signs: earth, wind, fire, water

and void. With combinations of these signs the ninja puts himself in different mental modes.

I thought I would also mention that female ninjas are called Kunoichi and use their charm and small frames to their full capabilities.

Alex Walker the Koya Ninja Oh dear, We've now sunk to the martial arts equivalent of train spotting. Does anyone really give a flying fig whether the apron on-screen is doing ninjutsu, karate or chop suey? It's just a game, after all. The subject of kung-fu ninja karate may be now well and truly closed.

I'VE GOT A GAME

Dear YOB, I've just finished writing a computer game on the C64, and I wonder if there's a company who wants to distribute it. It's got a one or two-player mode, the player and enemy sprites are in 16 colour hi-res mode and it has many levels of superb action and strategy. I hope you can find a good company who are willing to pay a fair price for it. By the way, we're also working on two other games at the moment. Can you help us please.

Marco Van Steen, Pilsenbeek, Holland
YOB: If your game is as good as you say, the best thing to do is make some protected demo disks and send them off to top companies around Europe and see whether they are interested in publishing it. If it really is good, I don't think you'll have any problems getting it snapped up.



Gazza's SUPER SOCCER

Paul Gascoigne

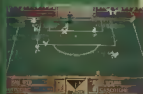
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LINE TWO

0898 555 537

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Those wacky boda at Micromedia are offering one of those iuvverly PAL PC Engine thingummies to get your nervous aystem a-sizzlin'!! Not only that, they're also giving the winner two gamea of his or her choice from the Micromedia warehouae! Get your finger ready, hit the buttons, listen VERRRRRY carefully then wing the anawers in our direction aans delay.

LINE THREE

0898 555 538

WIN ANOTHER PC ENGINE!!!

Blimey O-Flippin'-Riley!! Micromedle, completely lovely people that they ere, have provided yet another PC Engine for your delectation. Ageln, the winner gets a Micromedle PAL PC Engine with free game, AND two cartridgae from the Micromedia renga AS WELL!! Will it never end?? Greb the rap-rod, then dial 'n' emlle!

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It's lips time again, with a load of stuff to help you out on all sorts of games. If you're a decent games player, send your lips to: C+VG TIPS, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. If your stuff is particularly good, you could well win the monthly magazine of £100 worth of software for your machine! This month Dan Wilson of Bucks is the lucky winner. Next month it could be your turn...



SPECTRUM

ALTERED BEAST

To load any level, plus the end of game screen, simply press down on the whole of the keyboard while the game is in play. That tip from Steve Haw of Warley in the West Midlands

FORGOTTEN WORLDS

Also from Steve Haw is this Multiface poke for US Gold's lab arcade conversion. To get rid of the enemies enter 30271,0. This poke also causes an interesting effect in two-player mode when the 2nd player is carrying a weapon but doesn't wish to come onto the screen.

NAVY MOVES

It, like us, you find that level one is way too hard and want to play the infinitely superior

arcade adventure on load two, use the code 63723 when prompted to do so

NEW ZEALAND STORY

Typing FLUFFY on the title screen gives you infinite lives and, if you press ENTER while playing, you jump to the next level. Also, type PHILIP on the title screen for mega-trapover

NINJA MAS-SACRE

Steve Haw has come up trumps again with three level codes for Zeppelin's budget beat 'em up-cum-platform game

Level 05: SNOW
Level 10: EASY
Level 15: RACK
Level 20: BLUE
Level 25: STAG
Level 30: HULL
Level 35: BEER
Level 40: BARD

C64 BLOODWYCH

Chris Twiddle has compiled a useful guide to the pretender to Dungeon Master's throne, which should work on the 16 bit versions as well as the 64.

- Talk to a monster, ask if it has anything to sell and buy whatever it offers. Do the same again and this time buy its food for one gold piece. Do this until you have sufficient food supplies
- Sell surplus armour weapons etc, so that you have enough cash with which to buy food and spells
- Buy VITALIZE spells for each person as they diminish the sleeping time required after combat
- Buy a COMPASS spell as you need to know where you are going!
- Note down the prices shown on the two tapestries which you come across. The armament prices are what you should offer for anything which you buy from a monster prior to purchasing food. Offering less is generally a waste of time
- You will find a door with a tapestry opposite which reads "THE KEY OF HYE IS WHAT I M DYE". This door leads to the towers
- The key to said door is the CHROMATIC KEY which is found in a room in the Crypt, situated through a door on the other side of The Maze
- Once you find The Maze, use the compass spell, as there is a position where you are spun around, so remember before each stop to check your bearing. Also, plan your route as it is easy to get trapped by the occu-

pants of The Maze - an accurate map and a waxy eye are required

- Once you find a flight of stairs leading down with a tapestry which reads "WEL COME BACK", use your compass spell at the bottom of the stairs, as there is a point at which you revolve through 180 degrees
- In the Crypt find the Chromatic key in a room with a guard. Dragons or spiders make terrible conversationalists! Strike first and ensure you have an escape route
- Check all shelves! They may hold important keys also, look for armour left lying on the floor
- Battle Gloves are worn whilst carrying a weapon - they aren't a weapon in themselves but they do reduce your armour rating

SEGA ALTERED BEAST

When the title screen appears, push up and right on the joystick and hold down button two. When you start the game you will find that, instead of having only three energy blocks, you are graced with five

RAMBO III

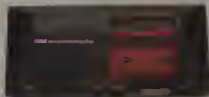
If you have one, plug your rapid fire unit into the system and, when your machine gun bullets are all used up, the firing will remain the same!

OUT RUN 3D

Pressing the pause button twice sends you into the sound test!

MY HERO

Jump over the Knife and Bomb Throwers and punch them in the back to gain an extra life



SEGA FROM *Virgin*

**"DO ME A FAVOUR...
PLUG ME INTO A SEGA"**

GHOST HOUSE

Keep jumping onto the arrows fired at you and, after a while, you will turn golden and receive invincibility for a short while.

SHINOBI

Push down on the D-button and, when the eyes begin to move on the title screen, press button two. It is now possible to choose missions or rounds.

VIGILANTE

On the title screen, push up and left and hold down either of the fire buttons and SELECT STAGE will appear. Pick your starting level by moving up or down.

AMIGA KING OF CHICAGO

C+VG caters for gamers of all ages! And just to prove it, here's a potted solution to Cinemaware's third graphic spectacular, submitted by 41 year old Ricardo Alvarez Lopez from Madrid in sunny Spain.

- Kill the Old Man to become boss of the North Side. Explain that the murder was carried out for the people of the South Side.
- Recruit five more men to your gang. If money is tight, decrease either your own or Lola's wages.
- Go for the West Side, heeding Ben's advice and supporting politician Burke.
- Recruit another five men to the gang.
- Go for the East Side, heeding Ben's advice and supporting Burke for City Hall. You now have the North, East and West Sides and a friend in City Hall.
- If you hear rumours of white slavers in your territory, let Ben solve the problem with a single telephone call.
- Attack the South Side with

a bomb. Be accurate as you have only one opportunity. Enter the house and kill Gino.

- Kill the boss of the South Side - you are now the King Of Chicago!

SHADOW OF THE BEAST

Finding Psychosis' latest masterpiece a tad too tricky? Ronnie Farrington who hails from the Wirral has the perfect answer to your problems. Insert disk one and when Beast life appears, press the left mouse button and joystick button together and keep them depressed until asked to insert disk two. You are now the proud recipient of unlimited lives.

NEW ZEALAND STORY

To follow on from our guide to warp zones throughout Tiki's search for his chirpy chums, here's another, this time from G Ingham of Warks. On level 24, stand at the entrance to the room in which the giant octopus is located and fire to the right a few times. A warp will appear which, when entered, takes you to the beginning of level 31.

SIM CITY

Citizens less than willing to agree to higher taxes? Follow these simple guidelines from Massimo Bartalane of Italy and watch that cash roll into the Treasury. If only Nigel Lawson had taken this advice!

At the beginning of each year, set the tax rate from the budget level to zero %. Play in the usual way until December (or November if the speed is set at High). Go to the Budget window and set the tax rate to maximum (20%). Return to the Editor.

When the Budget window pops up in January, reset the tax rate to 0%. This way, the income will always be maximum and the citizens will live happily, believing that they live without taxes!

ST STARQUAKE

This one's getting on a bit, but it's still one of the most playable tip-screen arcade collect 'em ups on the ST. However, you're finding yourself stuck as far as finding passwords are concerned, here's some from Iain A. Yong of Leicester:

HINDI
LUANG
SOLUN
FLUED
BORNO
ROKEA
SOCHI
TABET
TSONI
CHING
CWORE
KWANG
DAVRO
KALED

OUT RUN

While driving along the freeway, type in RED BARCHET. Pressing T results in

extra time while S sends you to the next stage. Thanks for that advice, Sermad Buni of Brighton.

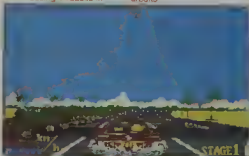
QUADRALIEN

Although we didn't jump through hoops when this one came out, some people obviously thought it good enough to purchase. One of those bods is Iain Au Yong who has sent in these code-words for the levels:

Level Two: 170961
Level Three: 010655
Level Four: 610169

PACMANIA

After your two credits have been used, wait. When the level selection appears, don't press anything. If you hang on for a while a Continue countdown appears. Press fire to continue from where you left off with another two credits.



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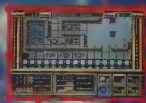
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GAME TIPS

BATMAN - THE MOVIE

To complement this month's amazing Batmaps of Levels 1 and 5, here is a lowdown on how to get the best from the Batman, kindly donated by Viki Vale lookalike Chi Fai Wai of Dublin, Eire

SECTIONS 1 AND 5

- Shoot the baddies as soon as they appear on either side of the screen
- To pass huge gaps and spikes, stand in a position where you can shoot and hook your rope diagonally. Swing past gaps/spikes and press fire when you reach the other side to release rope. Make sure you don't hit the wall or a baddie when swinging.
- To ensure that you don't fall too far when swinging, shoot the rope up and climb down to check that there is a level beneath you. If there is, it's safe to swing.
- Killing Jack Napier is a cinch. Just throw a batarang at him while avoiding the bombs he throws at you.
- Killing the Joker is slightly more difficult and needs fast reflexes. When you reach the top of the Cathedral, walk on until you see the Joker. Attempt to shoot

him; you will miss. Fire the rope diagonally at him. He slips and falls from the ladder which is suspended from his escape helicopter. Shoot at him while he is falling for a laugh!

SECTION 2

- If there is a chance, stay at the side of the road.
- Look at the arrow indicator and, at the same time, keep an eye on the Batmobile, dodging any oncoming cars.
- As soon as the indicator points up, press fire to hook balrope to lamp post.

SECTION 3

- Try as fast as you can to sort out the elephants. If, after a while, you have only identified a couple, pause the game by pressing F5. The music will continue but the countdown will stop. You now have time to sort out the puzzle at your leisure. When you have got

SECTION 4

- Stay a third of the screen from the right.
- Cut ropes as soon as you see them.
- Don't try to cut ropes when the balloons are being lowered. Wait until they rise again.

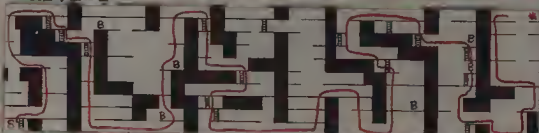
LAST LEVEL



!!! DANGEROUS AND D BY SWINGING OVER THEM

★ - AT THIS POINT YOU NEED TO KILL JOKER BY HITTING HIM WITH YOUR ROPE OR ELSE HE'LL ESCAPE

LEVEL 1



S - START B - LADDER B - JACK NAPIER'S HENCHMEN THROWING BOMBS W - JACK NAPIER (SHOOT HIM)
NB. Rope cannot be extended more than 2 levels

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WARP

WARP

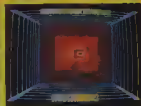
Destroy the energy stations in this action filled shoot-em-up. At the end of each completed level you must guide your craft through a laser tunnel in a 3D flight simulator. In the next, high speed level you need strength, planning and strategy in order to find the maps, and the hidden features.

With a host of other features, WARP is a shoot-em-up and a 3D animation sequence.

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YENON II

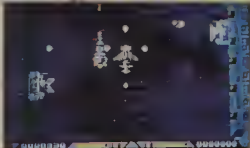
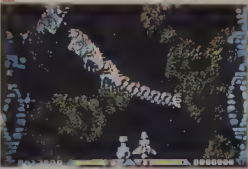
A lot of peeps out there have been toiling night and day to complete this magablastin' (sorry, bad pun I know). Players guides have been storming the office, the most impressive of which were sent in by Dan Wilson of Bucks and Dan-Ish dude Tommy Therkliden. Take it away, lads!

WHAT AND WHEN TO BUY

LEVEL ONE 1st shop buy Health, Super Nashwan. 2nd shop sell Rear Shot, buy Daub's Shot, Side Shot.
LEVEL TWO 1st shop buy Side Shot. 2nd shop sell Side Shot.
LEVEL THREE 1st shop buy Health, Rear Shot. 2nd shop sell all Rear Shot, buy Side Shot, Laser, Power-Up.
LEVEL FOUR 1st shop sell Rear Shot, sell Side Shot. **NB** Try to stick with your best weapon, and end up with 2x Cannons, 2x Lasers and either Side Shot or Rear Shot.
REMEMBER! ALWAYS SPEND YOUR MONEY IN THE SHOPS AS YOU CAN'T TAKE LEFTOVER CASH WITH YOU.

WHAT YOU'RE UP AGAINST

SEAWORMS Annoying. Dis easily Drain Energy when touched.
EYES Found on Level Two. Very fast - collision is almost inevitable. Usually appear in large groups.
SLUGS Found on Level Three. In the Maze. Try to shoot them before they fire n-cochall shots.
EELS Found on Level Three. Enter the screen regularly, usually from the bottom.
WALL SNAKES Found on Level Three. Difficult to spot at times. Go below them in order to kill.
DINOSAUR HEADS Found on Level Four. Similar to Wall Snakes except they don't pop out.

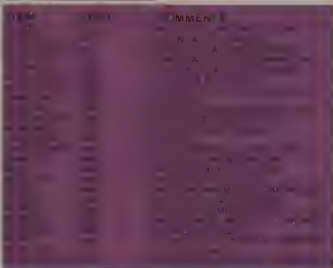


FIRE Found on Level Four. Similar to Wall Snakes.

HALFWAY AND END MONSTERS

SNAIL Shoot at eye. Avoid Mines.
ALIEN Shoot at eyes at either side of top. Scroll back

wards and shoot centre eye. Avoid snakes.
SPIDER Destroy as much web as possible. Fly down to face spider and fire continuously. Avoid fireballs.
CRAYFISH Travels in a figure of eight. Stay below and fire into its face. Avoid claws.
SNAKE Attacks from left of screen. Circle round, shooting head as it goes in and out of alternate sides.
DRAGON Shoot the side heads first, then tail, then main head.
HEAD Shoot both eyes, avoiding laser fire and extending tongue. Shoot at head when tongue goes in.
TANK Use heat-seeking missiles.
GRAND SPACESHIP Shoot all cannons until totally destroyed.



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HIGH SCORES

Here's the place to be if you're a highscoring hero - the Official UK Highscore Table. If you're a record breaker, send in your scores to: UK HIGHSCORE TABLE, C+VG, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON, EC1R 3AU. If your scores are record breakers, and are verified by our panel of highscore experts (who know exactly which scores are true and false), you could well see your name up in lights.

SEGA

ACTION FIGHTER

8,763,490 Jay Brown, Benbury, Oxfordshire

AFTERBURNER

17,404,100 Kenneth Rona, Craigshill, Livingston

ALEX KIDD (LOST STARS)

1,294,500 Dennis Watts, London

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508,200 Alan Peplow, Hednesford, Staffs

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1,270,200 Daniel Greetham, Tarnworth, Shifeshire

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1,400,000 Kenneth Rona, Craigshill, Livingston

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FANTASY ZONE II

9,541,980 Jon Evans, Walsall

GANGSTER TOWN

528,150 Conrad Hadnett, Havant, Hants

GLOBAL DEFENCE

541,160 Anthony Hoult, Walsall

ONION HOUSE

1,175,850 James Denham, London

HANO-ON

8,553,284 Euan Matheson, Ross-shire

KENSEIDEN

228,100 Martin Hudd, Stroud, Gloucestershire

MY HERO

11,773,030 Sean Hanna, Newry

Co Down

OUT RUN

53,730,420 Allan Black, Desborough, N Hants

POWER STRIKE

65,242,300 Paul Stokes, Aberdare

QUARTET

3,170,810 Gareth Willis, Bristol

RAMBO III

86,050 Neil Kelly, Isleworth, Middlesex

RAMPAGE

851,600 David Barden, Norwich

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1,330,400 Ben Addison, St Austell

RESCUE MISSION

571,400 Paul Stokes, Aberdare, Wales

R-TYPE

4,308,500 John Bristow, Eith, Kent

SAFARI HUNT

8,284,000 Martin Jarvie, Stourbridge

SECRET COMMAND

3,285,400 Paul Stokes, Aberdare, Wales

SHINOBI

1,099,050 Andrew Mowbray, Asfordby, Leics

SPACE HARRIER

30,010,880 Alan Peplow, Hednesford, Staffs

SPACE HARRIER 3D

12,035,670 Allan Black, Desborough

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999,999 Bryan Servante, Stevenage

DRAGON SPIRIT

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FANTASY ZONE

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GALAGA 88

1,436,460 Bryan Servante, Stevenage

GUNNED

3,985,400 Julian Rignall, C+VG

NINJA WARRIORS

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454,510 Mark Broadhead, South Bank, York

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326,060 Jack Howarth, Fairsworth, Manchester

BLASTEROIDS

3,562,950 Graham Gurgan, Co. Down, N Ireland

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5,360,280 Jens Schoder, Suhlendorf, Germany

DAVE THOMSON'S CHALLENGE

10,670 Tony Repo, Helsinki

DEARIS

173,800 Niko Rissanen, Finland

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89,950 Philip Stevenson, Stafford

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101,010 Jukka Pira, Finland

IKK

588,000 Ste Markey, Liverpool

LAST NINJA II

999,810 Tim Pickup, Carwen, Lancs

MICKY MOUSE

567,850 Daniel King, Manchester

NEW ZEALAND STORY

3,415,600 Luke Hethington, Yeovil

OPERATION WOLF

1,000,300 B Herdcastle, Crenleigh, Surrey

PACMANIA

853,340 Lee Ouelch, Essex

RAMBO III

86,450 Andrew Roberts, Walsall, W Midlands

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79,995 Jukka Pira, Finland

R-TYPE

678,360 Luca Caccarelli, Tiri, Italy

SAM AXANDER

303,400 David Leitch, Milton, Glasgow

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THUNDERBLADE

1,548,040 Paul Turton, Bottesford, Notts



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31,540,000 Louis Moloney, Birmingham

ALIEN SYNDROME

935,600 Andrew Stamp, Portsmouth, Hants

ALTERED REAST

473,000 Gary Llew, London

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730,390 Julian Rignall, C+VD

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454,390 Neil Evans, Cheltenham, Gloucestershire

BAAL

163,450 Stephen Simpson, Olney

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7,473,325 Richard Hallon, Horwich, Bolton

BUBBLE BOBBLE

8,345,720 Colin Tracey, Colchester

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107,340 Colin Tracey, Colchester

DRAGON NINJA

102,300 Neil Oberol, Harley

ELIMINATOR

542,564 Horness Spencer, Redditch, Worcs

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550,166 Ian Pinder, Pudsey

FLYING SHARK

4,263,920 Neil Evans, Cheltenham, Gloucestershire

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39,300 Timothy Hodges, Peterborough, Cambs

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205,100 Niklas Aronsson, Sweden

IKARI WARRIORS

77,550 Craig Sutherland, Scone, Scotland

INDIANA JONES ARCADE

9,350 Richard Coward, Newthorpe, Nottingham

LED STORM

806,950 Richard Davis, London

LICENCE TO KILL

82,430 Timothy Hodges, Peterborough, Cambs

NEW ZEALAND STORY

409,797 Stephen Simpson, Olney, W Yorks

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305,250 Aaron Kramer, Morayshire

OUTRUN

54,877,800 Gerald Evans, Mer-

chynlieth, Dyfed

PACLAND

217,526 A Redfern, Huddersfield, Yorkshire

RED HEAT

77,823 Timothy Hodges, Peterborough, Cambs

RETURN OF THE JEDI

126,965 Ian Pinder, Pudsey

ROBOCOP

401,220 Aaron Kramer, Morayshire

R-TYPE

523,220 Horness Spencer, Redditch, Worcs

SIDE ARMS

2,050,800 Stu, Melton Mowbray, Leics

SPACE HARRIER

8,143,100 Ben Key, Sheffield

STARGLIDER II

529,593 Stephen Simpson, Olney

STAR WARS

2,479,100 James Tierbey, Liverpool

SUPER HANG-ON

39,154,312 Aaron Van Praal, Victoria, Australia

THUNDERBLAZE

616,510 Richard Davis, London

VINDICATORS

496,100 Stephen Simpson, Olney

XENON

1,755,890 Andrew Stamp, Portsmouth, Hants

AMIGA

AFTERBURNER

12,475,430 Martin Allsop, Derby

BARBARIAN II

676,763 Daniel Sprangers, Gressendham, Holland

BLDDDD MONEY

177,250 Tim Lehane, Co Cork, N Ireland

CASTLE WARRIOR

805,261 Lior Melny, Israel

DATASTORM

667,370 Mark Schokker, Wintersburg, Holland

DEWARS

315,280 Stu+Tony, Chelmsford, Essex

DOMINATOR

219,947 Daniel Sprangers, Gressendham, Holland

FORGOTTEN WORLDS

638,500 Justin Edwards, Bristol

GUNSHIP

39,834 Andrew Aldridge, Eriestown, Wiltshire

HYBRIS

2,171,775 Miguel Lima, Portugal

INDIANA JONES ARCADE

33,550 Casey Gallecher, Reading, Berkshire

LED STORM

560,838 Steven Howard, Lowestoft

LICENCE TO KILL

39,573 Lior Melny, Israel

NEW ZEALAND STORY

256,821 Mark Blackie, Brockley, London

OPERATION WOLF

1,021,122 Jegr Rahr, Croyford, Kent

PACMANIA

21,396,620 Sou-Holen Vervetou, Athens, Greece

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107,156 David Pocock, S Croydon, Surrey

RICK O'GANGERDUS

744,550 Casey Gallecher, Reading, Berkshire

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1,812,524 Allan Black, Desborough, N Hants

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355,810 Richard Carter, Cancon, Stiffs

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352,780 David Pocock, S Croydon, Surrey

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59,555,000 John Bristol, Erith, Kent

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DOUBLE DRAGON

843,440 John Bristol, Erith, Kent

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1,102,060 M C Warlock, Plymouth

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526,500 John Bristol, Erith, Kent

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379,190 Fraser Spears, Birmmgham

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309,150 Christopher Ayrls, Bletchley

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914,830 Martin Hills, Strimbourne, Kent

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20,754,240 Robert Preston, Warley, W Mids

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1,899,002 Sheun Gamm, Rickleton, Tyne and Wear

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158,620 Neil Haylett, Sunbury, Middlesex

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1,944,000 John Bristol, Erith, Kent

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335,280 Austin Stanniland, Retford, Notts

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25,310,570 Craig Nelson, Barnsley, S Yorks

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106,850 Tim Doldaby, Cheltenham, Gloucs

BUGGY BOY

124,730 Stephen Kingston, Crews, Cheshire

CRAZY CARS

9,975,410 Stephen Baker, Tredgar, Gwent

CRAZY CARS II

752,966 Morten Ludvigsen, Nesna, Norway

DARK SIDE

6,518,000 Stu, Melton Mowbray, Leics

DRAGON NINJA

221,875 Martin O'Connor, Withington, Manchester

GRYZOR

1,254,606 James Campbell, Well-ington, Kent

OPERATION WOLF

447,330 Paul Gunman, Harrow, Middx

OUTRUN

56,708,370 R McDonald, Thurby, Leics

ROBOCOP

2,794,000 John Bristol, Erith, Kent

SOLDMONEY'S KEY

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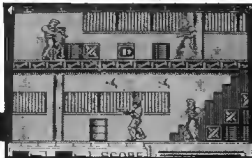
128,135 Ben Cumming, Eagle-scliffe, Cleveland

VINDICATORS

479,000 Gies Taylor, Easleigh, Hants

WEC LE MANS

295,650 Ben Meggeson, Dorchester, Dorset



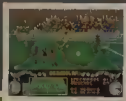
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▶ ST

DOUBLE DRAGON III

BY VIRGIN/MAS-
TERTRONIC

Last year Virgin/Mastertonic released conversion of Technos' highly popular coin-op, Double Dragon, and although they sold well, all versions were disappointing. This Christmas sees the same company releasing conversions of the sequel to Double Dragon, the imaginatively-called Double Dragon II.

If you don't already know, Double Dragon II is a horrendously scrolling beat 'em up in which one or two players get the chance to walk into the wrong side of town and do battle with anyone they find there. The reason for all this violence is simple: a group of badies has once again kidnapped your girlfriend (didn't they get the message last time?), so you (and a mate if he's not busy) have to go and rescue her.

The backdrops are suitably seedy as the heroes begin their



quest, and within seconds the first gang members leap out from nowhere and attack. These are a pretty motley crew, ranging from cartwheeling martial arts experts and whip-wielding dominatrices to nine-foot giants. All attempt to hit the heroes and wear down their energy bars - if this happens three times, their

quest is over.

Fortunately the heroes can give as good as they get, and have a range of kicks and punches which can be used to good effect. They can also pick up and use items dropped by baddies such as whips, knives, baseball bats and large boxes.

At the end of each level is a

very large bad guy who must be overcome before the heroes can continue, and at the end of the very last level is the boss - kick his head in and true love can finally prevail.

While Double Dragon II is basically very similar to Double Dragon, the ST conversion is far better than last year's effort. The graphics are almost identical to the coin-op, and the gameplay is very faithful. The two-player mode works very well, adding more fun to the proceedings, and the game is challenging and addictive. It's a shame Virgin/Mastertonic didn't get it right last year, but at last there's now a decent computer Double Dragon game that beat 'em up fans will genuinely enjoy.

JULIAN RIGNALL

UPDATE

Amiga-owning Double Dragon II fans will be pleased to hear that the version for their machine will feature even better graphics and sound than the ST version. We've seen absolutely nothing on the 8 bit versions, so check 'em out before buying.



ST	£19.99
GRAPHICS	81%
SOUND	72%
VALUE	76%
PLAYABILITY	83%

An accurate conversion of the popular arcade combat game which beat 'em up fans should relish

OVERALL 80%

THIS IS NO GAME!...

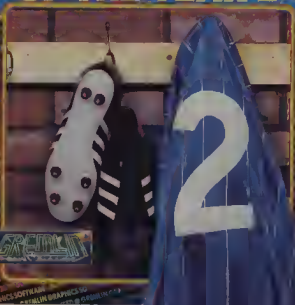
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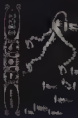




FOLD

HISTORY IN THE MAKING

Actual C-64 Screenshots



SYSTEMS

US Gold released their conversion of Sega's hydraulic arcade driving machine, Outrun, this time two years ago, and although it sold incredibly well it was generally considered to be a disappointment.

Two years on and history seems to be repeating itself - for what we have here is a conversion of the sequel to Outrun Turbo Outrun. Is it better than the original? Well, read on and find out.

The aim, as in Outrun, is straightforward enough in that you've got to race across America in your gleaming red Ferrari with the sun whirling through your shades and your blonde girlie sat by your side. This time round, though, you have a set route from New York to Los Angeles ahead of you instead of a nameless batch of freeways and the Testarossa in the first game has been swapped for a considerably more powerful (top speed of 202mph) F40. Gone too is the ability to choose the road you wish to drive on to compensate, the number of stages has risen from five to sixteen (four states, each containing four stages).

At the end of each state the option is given to customise the F40, making available such extras as a bigger engine, wider tyres and a more powerful turbo boost than the one already fitted. Prowess at the steering wheel is essential to completion of the course, as all the other road users will be doing their damndest to prevent you from finishing. Don't be tempted to drive recklessly however, poor handling could mean your fickle girlfriend leaving you at the garage in favour of your arch rival - a hunky guy with a Porsche 959.

Just about everything from the coin-op has been included in this staggering C64 conversion - manual/automatic gear shift, variable weather conditions, the car bouncing when you hit a log, all the roadside objects, the only thing missing are juggernauts on the road and the massive firepower when you crash the car. But you don't really miss them when the gameplay's this fast and exciting.

The graphics are truly excellent, with fast and very convincing



▲ A snowplough would make this stage easier.

BY US GOLD TURBO OUTRUN



REVIEW

ing 3D and stomach-churning hills, and the sound is truly superb with seven soundtracks, each containing a variety of samples (over 90K in total).

I would never have believed that it was possible to produce such an accurate conversion of Turbo Outrun on the C64 - it's practically a scaled-down version of the coin-op. But here it is, and it's incredible.

Outrun is dead. Long live Turbo Outrun!

PAUL RAND

**C+VG
HIT!**

SELECT TRANSMISSION



MANUAL



AUTOMATIC



▲ Arcade faithful, right down to the gearbox select.

▼ ST version on the starting grid

OUTRUN



UPDATE

The finishing touches are currently being put to the Spectrum, Amstrad, ST and Amiga versions of Turbo, and all should be available by the end of the month.

C64 £9.99

GRAPHICS 92%

SOUND 94%

VALUE 90%

PLAYABILITY 90%

The speed you need and all the frills you want come together in the most incredible driving game yet seen on the C64. An astounding conversion which shouldn't be missed.

OVERALL 93%

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► **ST**

REVIEW

Shao Lin, so they say, is a temple of peace somewhere in the wilds of Manchuria where the monks are taught meditation, the spiritual secrets of universal energy fields, and also how to beat the doo-doo out of just about anyone on the planet.

Now you're sure to be thinking: yeah, yeah, another beat 'em up, but where *Chambers of Shao Lin* differs from every other game of this type is in its six training sections which let you create your own fighter and build up strengths in particular disciplines. Then you can move on to a five-part quest to do over a dragon.

While some of the tests are just a matter of repeatedly dodging bombs or an opponent with a large stick, there are a few which are quite ingenious. In the Test of Speed, for example, your baldy on-screen hero is standing on a platform in a well with two holes in the walls through which gallons of water are flowing. There are two covers suspended over the holes, but to cut their ropes you need to release the catches holding up two axes by hitting them with a steel ball suspended at head height from the ceiling. High kicks get the ball swinging, but mis-time it and you could

CHAMBERS OF Shao Lin

▼ Lay that sucker out!



Use the stick in the Test of Speed.

end up with it between your eyes. Do well in certain disciplines and you'll be rewarded with mighty strength in the dragon mission. If you do particularly badly, you won't be able to perform some of the more exotic moves.

The first part of the mission is made up of four single-screen beat 'em ups, which, as single-screen beat 'em ups go, are pretty good. The graphics are smart and the computer combatants are challenging opponents. As I've already mentioned, the moves available are dependent on your success in the discipline rounds, but with a well-trained fighter there's a decent selection of kicks and punches.

The final section is fraught with dangers, in the form of swooping dragonets and rolling rocks, which your chap has to duck and jump over.

All the sections are beautifully depicted on-screen, and if you watch the backgrounds carefully there's always someone flying a kite or a Ninja falling off a verandah or something. The sound effects are sampled, and if you have a 1040ST you get some very nice sampled music as well. (\$20 owners get standard sound chip tones).

PAUL GLANCEY

UPDATE

Plans are afoot for Amiga and C64 versions. A PC version of *Chambers* is being released by Cinemaware over in the States, so PC owners will either have to import it, or wait for someone else to distribute it over here.

ST	£24.99
GRAPHICS	80%
SOUND	82%
VALUE	82%
PLAYABILITY	79%

Doesn't have the instant playability of *IK+*, but the quest and character creation elements give *Chambers of Shao Lin* plenty of lasting appeal.

OVERALL 82%



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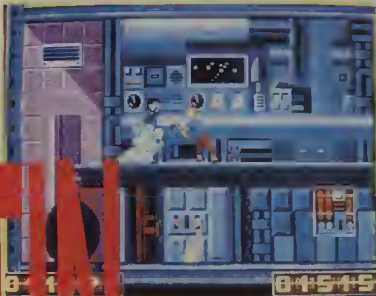
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REVIEW

► ST



BY INFOGRAMES

On an isolated missile base deep in the heart of Switzerland, Europe's top scientists are putting the finishing touches to the world's first moon rocket. On board, the intrepid crew of Tin Tin, his faithful hound Snowy and his chums Captain Haddock and the Prol check the in-flight computers, not realising that the dastardly Colonel Boris and his gang of evil henchmen have also joined the lunar party, intent on wrecking the mission in their own despicable way. The countdown begins - and so does our continental hero's debut adventure on home computer.

Colonel Boris and his gang have set about lighting fires and planting bombs in each of the rooms of the rocket. Sensing that something is amiss, Tin Tin and Snowy go to investigate. In a mad dash through five different stages, each with a rapidly decreasing time limit, Tin Tin must ensure that all the bombs are defused, all the fires are extinguished and Colonel Boris is disarmed and no longer poses any threat to the mission.

Once a level is cleared of danger, the scene changes to a third-person perspective 3D view of the rocket, hurtling through space. The aim of the game is to collect eight red en-

ergy orbs, needed to give the ship the necessary boost required to move that bit closer to the moon.

Tin Tin On The Moon opens with a superb animated sequence of the rocket's launch from Earth, and this high quality presentation is echoed throughout. Each of the main characters is instantly recognisable from the cartoon series both in how they look and the way they charge about the place with reckless abandon. The sound effects are great, too.

However, although every-

thing looks and sounds first class, the game itself is far far too easy - I got to the last level on my second go, and would probably have completed the game had I persevered for another hour or so. As the majority of the game is split between only two different game styles, the lasting appeal is questionable. Saying that, the lack of difficulty and, indeed, the licence itself, make this an ideal Christmas present for younger gamers, or those of you out there who haven't the time, patience or ability to sit and master a more complex game.

PAUL RAND

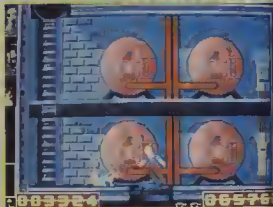
UPDATE

Amiga and PC versions are available soon, and will look and play very similarly to this version.

ST	£19.99
GRAPHICS	90%
SOUND	88%
VALUE	74%
PLAYABILITY	77%

An admirable computer rendition of the ageless cartoon character's exploits, but the lack of difficulty makes this more suited to younger players or computer game novices.

OVERALL 79%



▲ Snowy shows off a rude party trick

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REVIEW

► ST C64 SPECTRUM

BY FIREBIRD ACTION

In the year 2029, things aren't as hunky-dory as people might have hoped. Far from the annihilation of the terrorist threat to apparent in the late 20th century, each of the world's fanatical groups have joined together in a bid to wipe out Western democracy and free trading. Oh dear. Sounds like it's time to call for the Action Fighter.

Five missions await completion in Firebird's conversion of Sega's rather obscure arcade game. The player begins by ripping up the road on a sleek, high-powered but vulnerable motorcycle. Every so often a letter of the alphabet wends its way

down the screen, beginning with A and ending with F. Once all letters up to D have been collected, the motorbike transforms into an armoured car.

During this little ground-based excursion you're given the chance to drive into the trailers of passing Sega trucks, gaining extra weapons, rockets (to shoot down any passing enemy helicopters) and limited invincibility in the process. Once the letter F is picked up it's time to transform once more as you shoot all the end of a pier and become a jet fighter, aiming to destroy airborne attackers in a vertically scrolling shoot 'em up. At the end of this stage awaits



▲ Watch out for the chopper! your target, which you must eradicate before the President issues new orders.

The coin-op never really took arcadesters by storm, so why Firebird took on this licence beats me. As a game it's quite impressive in its own way, relying on playability rather than pretty pictures. The Spy Hunter-style gameplay is certainly addictive for a while and the transformation of game styles adds variety. Unfortunately the whole concept is too simple and, even though play is tough, it doesn't really hold your interest for very long.

PAUL RAND



UPDATE

Amiga, PC and CPC versions are on the way. While the Amiga version should resemble the ST game, Amstrad Action Fighter will be a colourful, slightly jerkier copy of the Spectrum version.

ST £19.99

GRAPHICS 71%
SOUND 66%
VALUE 69%
PLAYABILITY 78%

A faithful conversion of an obscure, yet enjoyable coin-op. It's fun for a while, but is by no means an essential purchase. Buy it if you're feeling nostalgic.

OVERALL 71%

C64 £9.99

Very disappointing when compared to the other attempts. Garish graphics, horrendous sound and wooden animation smother what could have been a fun Spy Hunter clone.

OVERALL 46%

SPEC £9.99

Monochrome graphics are easy on the eye and sound is as much as can be expected. An admirable conversion which is well suited to the Spectrum.

OVERALL 75%

FIGHTER



The non-linear space relation of shift, speed and circles that will take you to the other planets of weapons technology.

Protect your fighter with the safety of a fully enclosed, welded metal cage.

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SEGA

REVIEW

► AMIGA

The main character in this game is a mouse-controlled sphere, trapped in a complex of 32 maze-like structures. And guess what? Yeah, that's right, you've got to escape from 'em all.

Although it's a generally simple task to roll around, tapping your feet to the Grease-style soundtrack which blares out of the TV speaker as you go, it isn't long before you stumble across a highly unstable section of floor. It's possible to buy pick axes with which to repair these danger zones, but these implements aren't exactly cheap and you begin without a single penny in your pocket, so it's a good idea to collect the coins left scattered around by previous, less fortunate maze explorers. The coins vary in value, starting from \$100 and you must be wise with your dough, only spending it on items which you need, as opposed to want.

As well as pick axes, you can also spend your bread on bombs (to blow up obtrusive barriers

and uncover previously hidden sections of walkway), armour (which allows you to smash down blockages found along the way) and parachutes (which stop you falling through holes in the maze). Keys must also be found to unlock doors in the maze.

Completing most of the 32 stages is a real challenge, as the scales of fortune are definitely NOT in your favour and you're allowed only the bare minimum of objects to assist you in the search for each exit. The ball rolls around very realistically and the programmers have got the inertia effect just right.

Backed up by impressive graphics and some great soundtracks, Rock 'n' Roll is a must for everyone who enjoys arcade puzzle games.

PAUL RAND

ROCK'N'ROLL

BY RAINBOW ARTS

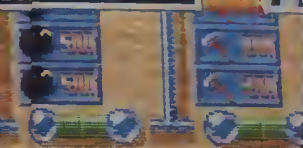


▲ Loads of extras on level 20, but how to get there is a secret.

**C+VG
HIT!**

N'ROLL

CHOICE



AMIGA	£24.99
GRAPHICS	90%
SOUND	88%
VALUE	87%
PLAYABILITY	90%

Rainbow Arts' most impressive release for a long time. Great graphics, superb sound, infuriatingly addictive gameplay and the urge to 'just finish that level' all come together perfectly in one neat package.

OVERALL 89%

▼ Vortices of arrows to send you off course.



UPDATE

All other versions of Rock 'n' Roll (namely ST, C64, Spectrum and Amstrad) are out soon, at a price of 19.99 for ST and 9.99 for all 8 bits except the Spectrum, which will be 8.99.

▼ Those keys could come in handy...





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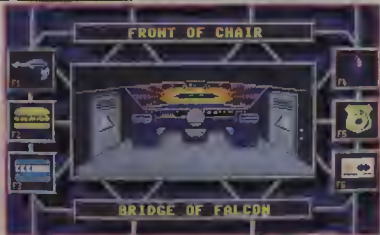
THUNDERBOLT Out Run



SEGA™

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E CAR. MORE ROAD. MORE ACTION!



C+VG HIT!

ing enjoyment

The amount and variety of characters throughout the game is huge, ranging from supply droids and mad scientists to alien octopi flogging life insurance! Most of the creatures you meet can be interacted with, lots of them having some rather interesting things to tell you.

Omnicon Conspiracy is a very large game which manages to cross the bridge between arcade and adventure brilliantly, ending up with a totally original game which is both highly addictive and very entertaining.

PAUL RAND

OMNICON CONSPIRACY

BY IMAGE WORKS/FIRST STAR ▼ Miss Stern Official 2355

Ace Powers was just another Star Police captain. At least, he was until a particularly pleasant dream was cut short by the buzzing of his VidiPhone, ordering him to report immediately to the Chief's office on Cron. Ace knew that big things were in store for him, after all, no-one below Colonel gets to see the chief unless something's up.

Something is up - and it is big. A drugs racket of intergalactic proportions has erupted and the blame rests heavily on the shoulders of the universe's worst scum, the Sarbai. It turns out that one of the Star Police's crack agents had infiltrated a Sarbai narcotics squad, his last transmission revealing that they were about to board one of Cron's cargo ships for reasons unknown. Since then the agent has failed to contact headquarters, so Ace has been put on the case, his duties being to discover what has happened on the vessel, the fate of the agent and, should any-



thing have happened to him, to continue the investigation.

The game has been designed so that although it's possible to visit a lot of the 250-odd different locations in no particular order, play runs along a fairly straight line without the player actually realising, giving scope for stumbling across the odd clue by 'chance', greatly enhanc-

UPDATE

Amiga and ST versions of Omnicon Conspiracy are on their way and will at the very least match the PC version in terms of graphics, sound and gameplay. They should both be considerably cheaper, too.

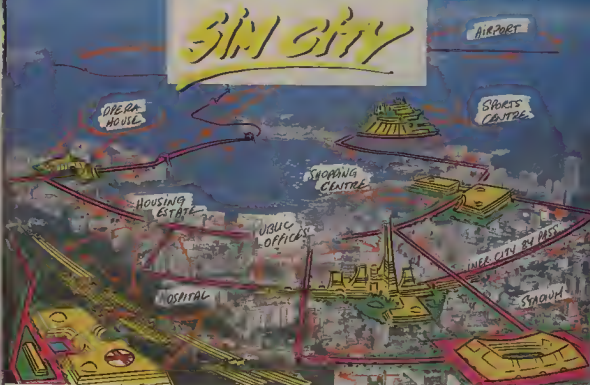


PC	£34.99
GRAPHICS	77%
SOUND	63%
VALUE	88%
PLAYABILITY	90%

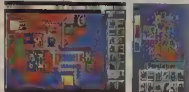
A conspiracy on a universal scale means a lot of hard detective work for a Star Cop (as well as a few lucky breaks) but the feeling of accomplishment with each new lead is immense. Rake out the dust if you fancy your chances at cracking this superb adventure.

OVERALL 90%

SIM CITY

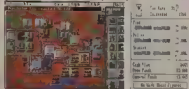


On seeing the crumbling estates, out-dated roads and rusty bridges of your city, how many times have you said "Put me in charge for a day and I'll make this wretched thing work!" Now, with *Sim City*, take the destiny of the world's greatest cities in hand. Or take charge of a new evolving and growing city. Become both mayor and city planner of a dynamic, real-time simulation.



Build houses, streets, factories, airports, a stadium or even nuclear power plants. Organise urban transport, fire police, freeways, ballrooms, entire neighbourhoods.

Raise and collect taxes, balance your budget, manipulate property values. *Sim City* is alive. It's loaded with animation and detailed sound effects. Build roads, cars appear. Lay tracks, trains go. Build an airport, planes fly. Neighbourhoods go upper-class. Avenues degenerate into slums. Small industries grow into large factories. Everything is managed and animated in real time.



SIM CITY

What you should know about the game of the year.



time. Every decision instantly influences the life of your town. In a special mode, you can even raise tornadoes, floods, fires and other disasters at your whim. Save San Francisco from the great earthquake of 1906. Or save Tokyo of pollution and from his famous 8-minute monster. *Sim City* is an all-absorbing unique game which contains 8 pre-defined scenarios in a San Francisco, Tokyo, Rio de Janeiro. With it's unparallel depth of play, it's still simple to play with axes and graphics, without text commands.



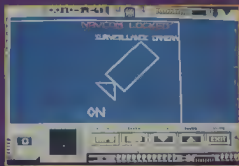
Design and build the city of your dreams. *Sim City* gives you the keys. The test is up to you.

INFO WORLD Volume 9 Issue 20 "People playing *Sim City* are completely plugged into the world they create, disappearing for hours." NEW YORK TIMES "The model is very sophisticated yet understandable. And just as important it's fun, too."

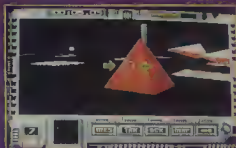
MAXIS

INFOGRAAMES





▲ To get past this security camera



▲ locate the circuit



▲ BLAM!!



▲ and the way is clear

C+VG HIT!

Interphase is set in a future where nobody watches the telly! Anyone with a spare moment goes for more direct sensory stimulation by plugging their head into a DreamTrack - an electronic recording of all the physical and emotional sensations which accompany various "exciting" experiences.

Chadd is one of the dreamers who actually master these recordings, and he's just found out that his latest track could well destabilise the mind of anyone who plays it. There's only one thing for it - Chadd has to connect his brain to the building's computer and deactivate its security systems: the cameras, pressure pads and floor turntables, while his girlfriend nips up to the top floor of the 25 story DreamTrack Corporation

building, punches the deadly track and gets out.

As Chadd's brain infiltrates the computer it interprets the electronic surroundings as solid shapes on the surfaces of a multi-level structure of ceilings and floors. Each shape represents a different type of security circuit which Chadd can deactivate with a blast of energy or a homing missile. These weapons also come in handy for destroying patrolling debuggers, which appear as belligerent spacecraft or frogs on unicycles (it's meant to be a dream, remember).

You can play the game just as a 3D shoot 'em up, but getting to the top of the tower and out again requires brains rather than just blasting power.

Chadd is in constant contact with his girlfriend and he can check where she is at any time on a floor blueprint. As she walks the corridors, Chadd has to strategically deactivate security systems so that she can pass through unhindered. Clicking on an object locks it into the Navcom, which indicates the direction of the relevant circuit in the 3D network.

It isn't just a question of switching off everything in her path though. For instance, on

PHASE

BY IMAGEWORKS

the first floor, you have to leave a particular security camera switched on so that when the girl passes, it activates a robot which moves out of its room towards the camera. The way the system is timed means that she can just dodge past the robot, and then get safely through the room it's just left.

Unless you're a right old Mr Logic, finding each floor's solution is a matter of trial and error - especially the earlier ones which present you with more and more new components to figure out. Luckily, there's a game save option, so you don't have to start from scratch every time you get zonked.

You're not just going to be playing Interphase for its 3D graphics, excellent though they are. It's the combination of 25 levels of intriguing logic puzzles (50 if you count the return journey which, of course, has to be played backwards) and an imaginative 3D shoot 'em up which make it such a winner. In my opinion, it's one of the few ST games which approaches the standard of thinking gameplay set by Dungeon Master. And that is about the highest praise I can give.

PAUL GLANCEY

ST £24.99

GRAPHICS 84%

SOUND 75%

VALUE 89%

PLAYABILITY 90%

A wonderfully-executed blend of strategy and arcade action. Superb 3D graphics, hours of intriguing gameplay and a cheeky sample from Pink Floyd's 'Wish You Were Here' assure no success.

OVERALL 89%

AMIGA £24.99

Completely indistinguishable from the ST version. Brilliant.

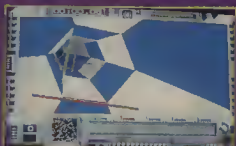
OVERALL 89%

UPDATE

Expect a very similar PC version at the same price early next year.



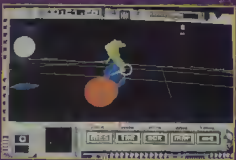
▲ Ground floor. Get from reception to the lift



▲ Passing between floors means a trip through The Tunnel



▲ A missile streaks towards an attacking ship



▲ Oho! The old frog on a unicycle bit, eh?

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► **AMIGA**

REVIEW

DAY OF THE PHARAOH

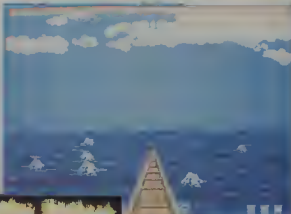
BY RAINBOW ARTS

Over 4000 years ago Egypt was a thriving area, until the people lost their Pharaoh Seth, the God of Evil, ordered rich and powerful people to kill all heirs of the Pharaoh, promising them the throne after doing so. All would have been lost for the Pharaohs were it not for Amon-Re the Sun God, who whisked one young heir away and hid him with the Fellahs, a tribe of workers who had made their home on the banks of the Nile.

Now it is time for you, as that child, to climb the social ladder from not-very-well-off worker and emerge as rightful heir to the Egyptian throne. With only a few possessions and a ship, given to you by another God, Osiris (an enemy of Seth), you must enter the big, wide



▲ **Take the Pepi challenge** world and do what must be done. Success or failure ultimately depends upon your skills at buying and selling in the markets of the towns and cities which you can sail to in the game. One of three arcade sequences



▲ **Riding the waves, dodging the rocks**

The arcade sequences are also poorly designed, and are either far too easy, or incredibly difficult, making the game frustrating and annoying to play.

Day Of The Pharaoh is an admirable attempt at a Cinemaware-style interactive movie game, but unfortunately the poor graphics and gameplay make it a very average game.

PAUL RAND

ST	£19.99
GRAPHICS	68%
SOUND	63%
VALUE	53%
PLAYABILITY	51%

A very average attempt at a Cinemaware-style game, mostly relying on a rather poor buy/sell strategy. The arcade sequences are also very unexciting.

OVERALL 58%

AMIGA £24.99

Apart from a few cosmetic differences, the game is exactly the same. There just isn't enough entertainment for your money.

OVERALL 59%

pop up at certain times. When travelling by sea you must guide your ship (of which only the front-end is shown) through choppy, rock-laden waters viewed in second-person perspective 3D. Hit the rocks three times and the ship sinks.

Now and again a tribe of Phoenician thieves attempt to plunder your craft while in dock. This you must discourage by running up and down the deck, beating off the would-be pillagers with an oar.

The third action scene is a horizontally scrolling spear-thrower down with you on your chariot hurling spears at enemy tribesmen on the roadside.

At first I thought this could be fun, but progress through the game is slow and unrewarding with loading taking more time than actually playing. The buying/selling of goods on the most exciting of pastimes and no attempt has been made to make this section look appealing in any way.



▲ **What's she doing**

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REVIEW

ST SPECTRUM AMSTRAD

▼ Running through the rain in your kex, not recommended



Kidnappings aren't a modern day thing you know - they used to occur in medieval times too. Then the abductors were the devil and his disciples. The ransom wasn't a few million in used notes either - the kingdom's for sake in this little caper.

But when the chips are down and things are looking, to say the least, bleak, something must be done. The hostage in question is none other than the king's voluptuous daughter - so it's time to call on Camelot's answer to Rambo, Sir Arthur T. Knight, RDO (Rescuer of Damsels in Distress).

Arthur must battle his way through the many lands which make up the kingdom, which is now absolutely infested with Satan's creations. Beginning in the court graveyard and travelling through forests, castles and similarly dangerous areas, Arthur must complete each section

within the allotted time. In the end of each level will run sack the place and kill everyone, including old Art. Beginning with a magic lance which returns to his hand every time it's thrown, our hero can pick up other weapons carelessly left behind by the enemy. These include razor sharp frisbees, axes and fire bombs, which can be a great help on some levels but a hindrance to progress on others.

As well as extra weaponry, treasure chests appear from nowhere, some of which contain magic armour with varying powers, including the ability to create a mirror image of its wearer (doubling firepower) and a smart bomb-type effect. Caution is recommended though, as many of the chests contain demons who hurl magic spells, turning the brave knight into an unarmed bow-tie-wearing duck



BY US GOLD

for a while.

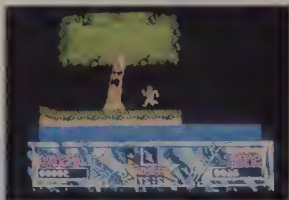
Arthur starts the quest with three lives. If he is hit by a bad-die or struck by a weapon he loses his armour and must continue in his natty white boxer shorts until he finds another suit. However, if he is attacked in this verni-naked state, he loses one of his lives and must go back to the beginning of the level.

Ghouls n' Ghosts on the ST is an extremely faithful conversion of the coin-op. Most of the original's features have been retained and, although the graphics aren't pixel perfect, they're easily recognisable. The game itself is at first frustrating with death knocking on the door almost immediately after play has commenced. Once you start to get further and further into each level though, annoyance



▲ CHAAAAARRRRGET

GHOULS 'N' GHOSTS



▲ Ooh! A nasty tree!

C+VG HIT!

turns into satisfaction with each inch gained. Sound must also be given a mention, the music being some of the best I've heard on the ST for a long time - it's very atmospheric!

Ghouls 'n' Ghosts is about as good as anyone could hope for. Practically everything which made the coin-op such a delight to play is in there: right down to the pouring rain on the forest level. Getting your armour rusty has never been so much fun!

PAUL RAND

UPDATE

Amiga and C64 Ghouls 'n' Ghosts aren't too far behind the others. The Amiga version should look and play much like its ST cousin, and the C64 version promises to be the best of the 8 bit conversions!

ST	£19.99
GRAPHICS	89%
SOUND	87%
VALUE	88%
PLAYABILITY	89%

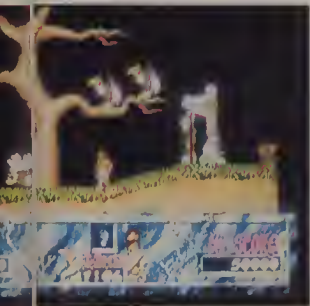
An accurate conversion of the hit coin-op that's tough, but very addictive. Go for it!

OVERALL 88%

AMSTRAD £9.99

Masses of colour and loads of playability make up for the shortfalls apparent in the Amstrad version of Ghouls 'n' Ghosts, most notably the push-scroll. As with the others though, it's as good a conversion as could be sensibly expected and you can't ask for more than that.

OVERALL 85%



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DOUBLE DRAGON II

GEMINI WING

CONTINENTAL CIRCUS

SILKWORM

NINJA WARRIORS

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SHINOBI

You're mesashi, a tough ninja warrior on a mission to clear the town from rebel martial arts fanatics. Explore the scrolling urban landscape and beat the hell out of your opponents, but watch out for the end-of-level guardians.



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DOUBLE DRAGON II

Ferocious two player simultaneous martial arts mayhem. Evil fiends have captured your girlfriend - it's up to you and your brother to rescue her. Don't fear. Through the town, countryside, mountains and finally into the lair. Use whatever weapons you can find to stay alive.



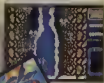
SILK WORM

It's not true! Even after months of negotiation with the Ruskies and despite a mass exodus out of Afghanistan,

we're still under threat. There's no one left to press the Nuke button so the battle has switched to copters and plans. Non-stop shoot-'em-up arcade action.

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The aliens have had enough. They're not going to take their brethren being blasted on computer screen any more. So they've come down to their hordes to blast the pitiful race of carbon based life forms called humans. Can you stop them? Somebody has to do it.



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AMIGA TOP 20

1	(-)	Xenon II	Imageworks	96%
2	(17)	Promised Lands	EA	85%
3	(10)	F16 Combat Pilot	DI	76%
4	(-)	Bloodwych	Mirrorsoft	81%
5	(1)	New Zealand Story	Ocean	88%
6	(3)	Populous	EA	94%
7	(2)	Robocop	Ocean	90%
8	(6)	Kick Off	Anco	84%
9	(15)	Falcon Missions	Mirrorsoft	93%
10	(4)	Honda RVF	Microprose	82%
11	(-)	Falcon	Mirrorsoft	93%
12	(-)	Shadow o't Beast	Psygnosis	78%
13	(5)	Test Drive II	Accolade	90%
14	(-)	Passing Shot	Imageworks	65%
15	(8)	Rick Dangerous	Firebird	87%
16	(14)	Indiana Jones	US Gold	81%
17	(16)	Vigilante	US Gold	81%
18	(13)	Lombard RAC Rally	Mandarin	83%
19	(18)	Grand Prix Circuit	Accolade	75%
20	(12)	Forgotten Worlds	US Gold	92%

At last Xenon II is out, and, as everyone predicted, it's hyper-driven straight to the number one position. Long-awaited role-player Bloodwych is another high climber for Mirrorsoft, stepping swiftly into fourth position.

PG'S TIPS

SHADOW OF THE BEAST Expensive and bland sort of game, but flash graphics and sound are winning it a lot of fans. Expect it to climb higher.

BATMAN - THE MOVIE Out as you read this, and probably already streaking up the chart.

INDY ADVENTURE GAME All the thrills of the film! So good even C+VG's die-hard blasters are hooked!

OUTSIDE BET

STUNT CAR RACER Superb racing simulator just hitting the shelves.

Wow! Action and adventure as three new releases jump straight into the top of the chart. We expected Xenon II's instant rise but it's surprising to see Bloodwych and Promised Lands up there so soon.

PG'S TIPS

BATMAN Just out and headin' on up already, no doubt.

STUNT CAR RACER Microstyle's 3D stomach-churner of a race game. Great stuff.

INDY ADVENTURE GAME Lucasfilm's superb adventure game with universal appeal.

OUTSIDE BET

TOWER OF BABEL Intriguing 3D puzzle game from Microprose which is sure to attract a fair bit of interest.

ATARI ST TOP 20

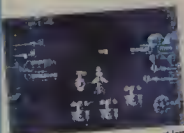
1	(-)	Xenon II	Mirrorsoft	94%
2	(-)	Promised Lands	EA	85%
3	(-)	Bloodwych	Mirrorsoft	81%
4	(5)	Falcon Missions	Mirrorsoft	88%
5	(1)	New Zealand Story	Ocean	88%
6	(4)	Indiana Jones	US Gold	81%
7	(-)	Populous	EA	94%
8	(7)	Falcon	Mirrorsoft	93%
9	(6)	Kick Off	Anco	84%
10	(-)	Passing Shot	Imageworks	61%
11	(-)	TV Sports Football	Mirrorsoft	87%
12	(3)	Robocop	Ocean	90%
13	(9)	Forgotten Worlds	US Gold	88%
14	(12)	Out Run	Klassix	75%
15	(-)	APB	Domark	78%
16	(-)	Rocket Ranger	Mirrorsoft	82%
17	(2)	Story So Far	Elite	85%
18	(-)	Blood Money	Psygnosis	84%
19	(-)	Postman Pat	Alternative	69%
20	(14)	Lombard RAC Rally	Mandarin	83%

HOW THE CHARTS ARE CREATED

Every month Gallup contacts, on behalf of C+VG, retailers up and down the country to find out what you've been buying. The chart uses information from retailers of every size, from small local stores to big high street chain stores. We think it's a fairer representation of the true state of sales than any other chart. We Hope you agree.



▲ Vigilante thumps enough slime to make 17th place.



▲ Xenon II warps out of hyperspace at last.



▲ MiG 29 begins its descent.



▲ 8 bit Batman swings into fourth position.

ALL FORMATS

		GAME	COMPANY
1	(1)	CRAZY CARS	HIT SQUAD
2	(2)	INDIANA JONES	US GOLD
3	(4)	ROBOCOP	OCEAN
4	(-)	BATMAN-MOVIE	OCEAN
5	(6)	YIE AR KUNG FU	HIT SQUAD
6	(3)	GREEN BERET	HIT SQUAD
7	(10)	N ZLAND STORY	OCEAN
8	(15)	BATMAN '88	OCEAN
9	(-)	XENON II	IMAGEWORKS
10	(5)	ENDURO RACER	HIT SQUAD
11	(9)	MI G 29	CODE MASTERS
12	(-)	SPITFIRE 40	ALTERNATIVE
13	(-)	RICK DANGEROUS	MICROPRO
14	(8)	POSTMAN PAT	ALTERNATIVE
15	(12)	SCOOBY DOO	ENCORE
16	(-)	PASSING SHOT	IMAGEWORKS
17	(-)	VIGILANTE	US GOLD
18	(-)	APB	DOMARK
19	(-)	TOP GUN	HIT SQUAD
20	(13)	DRAGON NINJA	OCEAN

After months of chart domination by budget software, full price games are hitting back. Still, it's a shame about crappy old Crazy Cars holding the number one position, when more deserving titles like - well just about any of

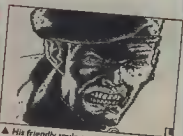
GAMES TOP 20

ANY	SPEC	AMS	C64	ST	AM
QUAD	●	●	●	-	-
OLD	●	●	●	●	●
N	●	●	●	●	●
N	●	●	●	-	-
QUAD	●	●	●	-	-
QUAD	●	●	●	-	-
N	●	●	●	●	●
N	●	●	●	●	●
NETWORKS	-	-	-	●	●
QUAD	●	●	●	-	-
MSTRS	●	●	●	-	-
RNATIVE	●	●	●	●	-
OPROSE	●	●	●	●	●
RNATIVE	●	●	●	●	●
RE	●	●	●	-	-
E WORKS	●	●	●	●	●
OLD	●	●	●	●	●
ARK	●	●	●	●	●
QUAD	●	●	●	-	-
N	●	●	●	●	●

the other games in the chart - are left floundering in the chart's nether regions. It's even pipped the immense new Batman game, but expect the Dark Knight to take the top spot next month, after the superb 16 bit versions have been released.



▲ Indy hangs around in second place.



▲ His friendly smile earns Green Beret sixth position.



▲ We've a hunch Scooby won't be at 19 next month.



▲ Passing Shot - surprisingly popular for poor service.

C64 TOP 20

1	(1)	Crazy Cars	Hit Squad	55%
2	(2)	Pitstop II	Kixx	85%
3	(-)	Batman	Dcean	92%
4	(6)	Indiana Jones	US Gold	80%
5	(5)	Robocop	Dcean	84%
6	(11)	New Zealand Story	Dcean	83%
7	(10)	Yie Ar Kung Fu	Hit Squad	79%
8	(9)	Summer Games	K'xx	77%
9	(4)	Enduro Racer	Hit Squad	38%
10	(2)	Green Beret	Hit Squad	81%
11	(15)	Batman '88	Ocean	80%
12	(17)	Spitfire 40	Alternative	49%
13	(13)	Double Dragon	Melbrn Hse	45%
14	(17)	APB	Domark	65%
15	(14)	Dragon Ninja	Dcean	81%
16	(20)	1942	Encore	67%
17	(-)	Top Gun	Hit Squad	29%
18	(-)	Treble Champions	Challenge	79%
19	(7)	Scooby Doo	Encore	61%
20	(-)	Emlyn's Soccer	Audiogenic	94%

Yeurgh! Crazy Cars sits at the top for another month. Surely you could be spending your cash on better gear than this cruddy old jeloxy? Hopefully one of Hit Squad's better releases will displace it by next month.

PG'S TIPS

STUNT CAR RACER Just as good on the 64 as it is on the 16 bits - a major contribution to road unsafety.

MYTH: Great graphics make this arcade adventure something really special.

THE UNTOUCHABLES: Excellent seven-part interpretation of the movie - a bit late in the day though.

OUTSIDE BET

WIZBALL: One of the best blasts ever for the C64 - at budget price! It's got to be big!

Spectrum owners are stricken with Batmania, which is good news for Ocean who have all three of their Betgames on the shelves, earning a mint. As usual, budget games dominate.

PG'S TIPS

UNTOUCHABLES: Terrible adaptation of the movie, which is bound to go far.

C&VG COIN-OP HITS Superb compilation of five US Gold arcade classics - got to be a hit! (whaddayamean - biased?)

TURBO ESPRIT: Action-packed speed cop game, re-released at a budget price.

OUTSIDE BET

IRON LORD. Ubisoft's gerilcky medieval romp, with lots of ar-cading and adventunng going for it.

SPECTRUM TOP 20

1	(-)	Batman	Dcean	92%
2	(2)	Crazy Cars	Hit Squad	60%
3	(1)	Batman '88	Hit Squad	80%
4	(7)	T I Dizzy	Code Mstrs	75%
5	(1)	Indiana Jones	US Gold	81%
6	(6)	Enduro Racer	Hit Squad	87%
7	(11)	Robocop	Dcean	69%
8	(5)	Postman Pat	Alternative	70%
9	(13)	Scooby Doo	Encore	75%
10	(10)	MIG 29	Code Mstrs	35%
11	(4)	Green Beret	Hit Squad	85%
12	(8)	M Carlo Casino	Code Mstrs	77%
13	(-)	Yie Ar Kung Fu	Hit Squad	70%
14	(7)	Daley's Decathlon	Hit Squad	69%
15	(-)	Spitfire 40	Alternative	69%
16	(17)	Pro Powerboat Sim	Code Mstrs	70%
17	(-)	Batman 3D	Hit Squad	82%
18	(-)	New Zealand Story	Dcean	80%
19	(16)	Fast Food	Code Mstrs	59%
20	(-)	Cup Football	D&H Games	72%

THE C+VG STAFF'S CURRENT GAME OBSESSIONS

JULIAN R GNALL G OULS N GHOSTS (M GADRIVE) SUPER MONACO
P A CAD S INDY A VENTUR (PC F 5 S RKE EAGLE II PC)
EATH AKER (PIN ABLE)
PAUL GLANC Y FINA LAP TW N (PC ENG NE) DRAGON SPIRIT (PC EN-
GIN) N Y ADV T RE ST N E P AS -
PA L N ST N CAR RACER (C64) ROCK N ROLL (AMIGA) SHA-
DOW OF THE BEAST (AMIGA) WONDERBOY III (SEGA)

Kenny Dalglish

SOCCER WINNERS



Cognito, the full-priced arm of award-winning outfit Zeppelin Games, brings you the ultimate football manager licence; the most respected chief in the game and the professional's choice - Kenny Dalglish. Kenny Dalglish has brought all the Liverpool discipline and flair of his playing days to the most demanding managerial post in soccer - Liverpool Football Club Manager. Now it is your turn to take on this most prestigious post

SKATE FIGHTER



NINJA
commando



GO-KART



ARCADE
TOMATO



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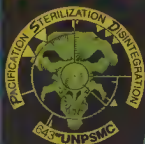
Not just a pretty face

'UNDER COMBAT CONDITIONS THE LIFE EXPECTANCY OF A NEW RECRUIT IS APPROXIMATELY 3 HOURS AND 41 MINUTES. IT IS ESSENTIAL THAT THIS PERIOD IS UTILIZED EFFICIENTLY SO AS TO MAXIMIZE STRATEGIC AND LOGISTIC POTENTIAL.' — UNPSMC TRAINING MANUAL

'SHOOT TO KILL.... GET AS MANY OF THEM BEFORE THEY GET YOU.'

— SGT. JOE KIRBY.

THE CORPS.



C+VG's MEGA
COMIC STRIP
STARTS
NEXT MONTH!

TINTIN ON THE MOON

Hello Hello....This is
Earth calling Moon
Rocket.... Hello,Hello

Hello,Hello,This is Earth.
Calling Moon Rocket. .
Calling Moon Rocket

Thunder!! I hear
nothing has happened
to them!



"Hello control station! Here is the moon rocket. Tintin speaking. I have just regained consciousness. Everything seems OK, we are now taking over the controls of the rocket." Aboard the rocket, you will relive with Tintin and his friends the most exciting adventure the world has ever known. The first trip to the Moon!

Will you succeed in piloting the red and white rocket through space and achieve a flawless landing? Will you capture Colonel Boris, the traitor, who wants to make the expedition fail? Will you be able to find the extinguishers to put out the fires, even while floating in zero-gravity (which isn't everybody's idea of fun)? Will you succeed in finding and disarming the bombs and freeing your companions in order to get out of the rocket to make the first step on the Moon? You will discover all this by playing "TINTIN ON THE MOON", the first computer game based on the comic books by Hergé...

Before Armstrong there was Tintin and... may be you!

Available on : AMIGA, AMSTRAD, ATARI ST, SPECTRUM, C64, IBM PC.

INFOGRAVES



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COMPILATIONS

Christmas is just around the corner, and just like every other year, that means it's time for software companies to start wheeling out compilations by the ton. Julian Rignall has been sorting out the bargains...

C+VG COIN-OP HITS

CONTENTS:
THUNDERBLADE
BIONIC COMMANDO
ROADBLASTERS
OUTRUN
SPY HUNTER

THALAMUS: THE HITS

CONTENTS:
SANXION
DELTA
OUDEX
ARMALYTE
HUNTER'S MOON
HAWKEYE

C64 £12.99

A stunning package of some of the best C64 games ever. Hawkeye original, Hunter's Moon, a stunning and brutal experience, and several other very playable titles. Outrun and Delta are two of the best. The package is more worthwhile. Don't let the best computer soundtrack ever written, and a bonus Move disk, fool you. A superb owner.

OVERALL 97%

STAR WARS TRILOGY

CONTENTS:
STAR WARS
EMPIRE STRIKES BACK
RETURN OF THE JEDI

SPECTRUM £12.99

The first two vector graphic Star Wars games are nicely executed, and contain all the features of the original, the third one is a bit of a disappointment. One for the collectors.

OVERALL 78%

AMSTRAD £12.99

The vector games are both excellent re-creations of the arcade originals, and Return of the Jedi, although juddery, is colourful and playable. Recommended.

OVERALL 80%

C64 £12.99

The C64 isn't much cop at doing vector graphics, and the versions of Star Wars and Empire Strikes Back suffer as a consequence, with slow frame update making the game jerky to look at and sticky to play. The Return of the Jedi is blocky and doesn't really capture the atmosphere of the arcade original.

OVERALL 63%

ST £24.99

Star Wars and Empire Strikes Back are both virtually indistinguishable from the arcade versions. Return of the Jedi packs all the features of the coin-op, but is let down by poor graphics and occasionally quirky gameplay. Still, this is a superb package for Star Wars fans.

OVERALL 81%

AMIGA £24.99

Exactly the same criticisms as the ST package - the only difference is the clearer sampled speech on all the games. Star Wars fans shouldn't miss this.

OVERALL 81%

WINNERS

CONTENTS:
BLASTEROIDS
THUNDERBLADE
LED STORM
IMPOSSIBLE MISSION II
INDIANA JONES AND
THE TEMPLE OF DOOM
(NOT ON ST AND
AMIGA VERSIONS)

SPECTRUM £12.99

Blasteroids, Impossible Mission II and Thunderblade are great, LED Storm is average and Indiana Jones is simply 'meh'. Still, this is a decent compilation that offers hours of play.

OVERALL 80%

AMSTRAD £12.99

Again, the only poor game on this compilation is Indiana Jones. Blasteroids and Thunderblade are both great, combined with the other titles, this is a compilation that will keep you amused all Christmas.

OVERALL 81%

C64 £12.99

Impossible Mission II is a classic, while the others, apart from the horrible Indy game, are good, solid titles offering loads in the way of fun and addiction.

OVERALL 81%

ST £24.99

Apart from LED Storm, which is a bit of a weedy game, the games on this compilation offer a decent mix of blasting and adventuring. Recommended.

OVERALL 79%

AMIGA £24.99

Similar to the ST package, but all the games have improved graphics and sound. Featuring a decent mix of titles, winners is an entertaining compilation of shooting and arcade adventuring.

OVERALL 80%

LIGHT FORCE

CONTENTS:
IK+
VOYAGER
BATMAN
R-TYPE

ST £24.99

An interesting mix of titles make this a very tasty package. International Karate is a fantastic fighting game full of action, and utterly addictive. Voyager is a neat and thoughtful 3D battle game which has plenty of depth. Batman (not the game of the film, but Ocean's game of the comic) is an interesting arcade adventure and R-Type is the faithful, if slightly jerky conversion of Irem's classic horizontally scrolling arcade shoot 'em up.

OVERALL 84%

AMIGA £24.99

All the games on this compilation feature better graphics and sound than their ST counterparts, making Light Force the best Amiga compilation available at the moment. Put it on your Christmas list.

OVERALL 87%

DARK FORCE

CONTENTS:
LAST NINJA II
DARK SIDE
BATMAN
R-TYPE

SPECTRUM £12.99

Containing a mix of titles, Dark Force is a decent package of high quality games. Last Ninja II is great, R-Type is the finest ever Spectrum shoot 'em up. Batman is decent, while Dark Side is the best of the Dark Side series. A decent package of titles.

OVERALL 84%

AMSTRAD £12.99

R-Type is a bit wobbly on the Amstrad, but Dark Side, Batman and Last Ninja II are all great, making this a good value for money compilation which will keep you glued to your Amstrad.

OVERALL 81%

C64 £12.99

A great compilation, let down only by the slow and rather cumbersome Dark Side. There's hours and hours of play in this one.

OVERALL 81%

100% DYNAMITE

CONTENTS:
AFTERBURNER
LAST NINJA II
WEC LE MANS
DOUBLE DRAGON

SPECTRUM £14.99

A big name game compilation which doesn't quite live up to expectations. Double Dragon isn't a lot of fun. Afterburner is alright, but gets repetitive and the other two games are very good. Check out other compilations before making a buying decision.

OVERALL 73%

AMSTRAD £14.99

Afterburner is slightly better on this version, but otherwise similar criticisms apply to the Spectrum package. Shop around before buying.

OVERALL 75%

C64 £14.99

Afterburner, WEC Le Mans and Double Dragon are all nice, making this very poor value for money. Go for Dark Force instead.

OVERALL 51%

OUR STAR DEALS

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ENTERTAINMENT AVAILABLE**



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and not worry about being too far from the big screen.
In the unique spirit of MOONWALKER -
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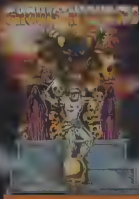
486 64/128 Connote & Disk • SPECTRUM Desktop
ANSIMAB Connote & Disk • XTAR ST • AMIG • IBM PC



TURBO OUT RUN™

[illegible]

CEN 64720 Cennet & 304 = SPICITUM C.
 ANUTUM Cennet & 304 = STREPT. C. ANUT.

**COIN-OP HITS™**

CEV, the U.S.'s Best Selling Computer Magazine and
33. Build your group to present a compilation of 100
JACAR, CIGAR, including Out Box, Best Science, Top
Hacker, Trending, and More Computers — all under
one cover in their own right. Why pay for the pay every time
when you can enjoy the best in awards entertainment in
your own home!

[illegible]

STORY SO FAR I

CONTENTS:
IKARI WARRIORS
BUGGY BOY
BATTLESHIPS
BEYOND THE ICE PALACE

ST £19.99

A fairly good package offering a few hours of solid entertainment. Beyond the Ice Palace is a tough Ghosts n Goblins clone. Battleships is a pointless computer version of the paper and pencils game Buggy Boy is a great racing game and Ikari Warriors is a fairly enjoyable one or two player Commando variant.

OVERALL 72%

AMIGA £19.99

The games are all very similar to the ST versions, so the same criticisms apply. A cheap and reasonable compilation.

OVERALL 72%

STORY SO FAR II

CONTENTS:
SPACE HARRIER
LIVE AND LET DIE
HOPPING MAD
BEYOND THE ICE PALACE
OVERLANDER

SPECTRUM £12.99

None of the titles on this compilation are particularly brilliant, and some of them are getting on a bit. There are better compilations available at the same price that offer newer and far more exciting games.

OVERALL 62%

AMSTRAD £12.99

Nothing wildly exciting on offer - many of the better games have already been on other compilations. Check out other compilations before shelling out your cash on this.

OVERALL 62%

C64 £12.99

A weak package which suffers the same criticisms as the other two versions. The games might offer a couple of hours entertainment, but you won't come back to them afterwards.

OVERALL 62%

STORY SO FAR III

CONTENTS:
LIVE AND LET DIE
BOMB JACK
THUNDERCATS
SPACE HARRIER

ST £19.99

Space Harrier is the best of the three, but the other two are very poor. Live and Let Die is a decent game, but the rest of the titles don't offer much entertainment.

OVERALL 60%

AMIGA £19.99

Exactly the same criticisms as the ST package. Space Harrier is good, but the rest of the titles don't offer much entertainment.

OVERALL 61%

STORY SO FAR IV

**QUARTET
WONDERBOY
THE EIDOLON
GHOSTBUSTERS
BACK TO THE FUTURE
ALIENS**

SPECTRUM £12.99

Although there are six titles in this compilation, three of them - Quartet, Back to the Future and Wonderboy - are poor and Wonderboy is only average. The Eidolon and Aliens are great, both superbly. The latter two games are already available on budget, it might be better to buy them separately and save some money.

OVERALL 60%

AMSTRAD £12.99

The Eidolon is one of the best ever Amstrad games, and Aliens and Ghostbusters are brilliant. The rest of the games are very average and will keep you entertained for more than a few hours. Check it out when you can buy the three best titles on budget first, before parting with your cash.

OVERALL 61%

C64 £12.99

Again, the three best titles - Ghostbusters, The Eidolon and Aliens - are already available on budget, the others are all poor.

OVERALL 61%

EPYX ACTION

CONTENTS:

4X4 OFFROAD RACING
STREET SPORTS BASKETBALL

IMPOSSIBLE MISSION II
CALIFORNIA GAMES
THE GAMES: WINTER EDITION

SPECTRUM £12.99

4X4 and Street Sports are both poor, but the rest of the games are good and offer of varied, long-lasting entertainment

OVERALL 79%

AMSTRAO £12.99

Same criticisms as the Spectrum version. Give it a go

OVERALL 80%

C64 £12.99

Again, the two rotten apples are 4X4 and Street Sports - the rest are great fun. Not an essential purchase by any means, but there's plenty of fun on offer

OVERALL 82%

THRILLTIME PLATINUM I

CONTENTS:

THUNDERCATS
IKARI WARRIORS
BUGGY BOY
BEYOND THE ICE PALACE
HOPPING MAD
OVERLANDER
LIVE AND LET DIE
SPACE HARRIER
GLADIATOR
DRAGON'S LAIR

SPECTRUM £12.99

Plenty of titles on this package, but apart from Buggy Boy, none of them are outstanding. Thundercats, Beyond the Ice Palace and Space Harrier are fun, but Dragon's Lair and Gladiator are down right awful

OVERALL 62%

AMSTRAO £12.99

Like the Spectrum version, this compilation has plenty of titles, but only a few are exciting. You'll have fun trying them all out, but as a whole the package doesn't offer much lasting appeal

OVERALL 63%

C64 £12.99

Buggy Boy, Beyond the Ice Palace and Dragon's Lair are great, but the rest are pretty poor. Fun for a while, but you'll only be playing a few of the games for a long period of time

OVERALL 64%

THRILLTIME GOLD II

BATTLESHIPS
SABOTEUR
SCOOBY DOO
AIRWOLF
FRANK BRUNO'S BOXING

SPECTRUM £9.99

Well, well, well! Would you believe it! All the titles on this compilation are already available on budget - most of them for two pounds. The best ones to buy are Frank Bruno's and Scooby Doo. Saboteur is alright, but the other two aren't really worth bothering with. Buy them separately and save cash

OVERALL 52%

AMSTRAO £9.99

Another pointless compilation. Just refer to the Spectrum criticism and you won't go wrong

OVERALL 53%

C64 £9.99

Yet again, refer to the Spectrum criticism. Buy your tapes separately and save your cash for something better

OVERALL 53%

THRILLTIME PLATINUM II

CONTENTS:

IKARI WARRIORS
BUGGY BOY
SPACE HARRIER
BATTLESHIPS
LIVE AND LET DIE
BOMB JACK
THUNDERCATS
BEYOND THE ICE PALACE

ST £24.99

A suitable compilation, with only twenty-five titles. Buggy Boy, Beyond the Ice Palace, Space Harrier and Ikari Warriors are all unimpressive, but taken from average. You can't do much more if you can't afford a £24.99 compilation

OVERALL 83%

AMIGA £24.99

Again, a bargain pack really isn't a wide variety of games and plenty of entertainment. A great compilation for the collector. Keep you happy all the night. Buy it and well into the New Year

OVERALL 83%

THRILLTIME

GOLD I

CONTENTS:
PAPERBOY
GHOSTS 'N' GOBLINS
BOMB JACK
TURBO ESPRIT
BATTY

SPECTRUM £9.99

OVERALL 63%

AMSTRAD	£9.99
---------	-------

OVERALL 63%

C64	£9.99
-----	-------

OVERALL 60%

CHRISTMAS
COLLECTION

CONTENTS:
URIDIUM
CYBERNOID II
HYDROFOOL
(SPEC/AMS ONLY)
LIGHT FORCE
ELIMINATOR
EXOLON
SANXION (C64 ONLY)

SPECTRUM £12.99

A lasty pol phunt of golden cides And new ilies none of which are bad Hydro tool is a great 3D forced perspective arcade adventure Eliminator is an interesting racing game cum-biaser while all the rest are extremely polished and playable shoot em ups Highly recommended

OVERALL 86%

AMSTRAD £12.99

The same criticisms (or should that be compliments) as the Spectrum version. The Christmas Collection offers weeks of highly enjoyable computer entertainment - check it out.

OVERALL 88%

C64 £12.99

Sanction has been included instead of Hydrofoil making this a shoot 'em up only package which isn't a bad thing if you're an ardent blaster. There's literally weeks and weeks of fun to be had with this one.

OVERALL 86%

**TOLKIEN
TRILOGY**

CONTENTS:
THE HOBBIT
LORD OF THE RINGS
SHADOWS OF MORDOR

SPECTRUM £12.99

The Hobbit is a classic adventure game, and although it's nearly six years old, it's still challenging and addictive. Lord of the Rings is a similar, but larger game which comes in three parts and features multi-character control. Shadows of Mordor is relatively new, and is a complex RPG-style adventure. The Tolkien Trilogy is a brilliant package for adventure fans, and is highly recommended.

OVERALL 85%

AMSTRAD	£12.99
---------	--------

All the versions play identically to the Spectrum games, but the graphics are far more colourful, and where relevant, the sound is better. Look out for The Tolkien Trilogy - it'll keep you engrossed for months!

OVERALL **86%**

C64	£12.99
-----	--------

Once again, exactly the same gameplay as the other versions, but with even better graphics and sound. If you're a C64 adventurer, check this one out!

OVERALL 88%

**PREMIERE
COLLECTION**

**II ELIMINATOR
CUSTODIAN
MERCENARY
BACKLASH**

ST £24.99

Backlash is an enjoyable but ultimately dull ultra fast 3D shoot 'em up. Eliminator is a colourful 3D futuristic blasting racing game. Custodian is pretty poor and Mercenary is a superb sprawling first person 3D arcade adventure. Overall a reasonable package.

OVERALL 70%

AMIGA	£24.99
-------	--------

Same criticisms really. Mercenary and Eliminator are both great, but the other two games let the package down. Take it or leave it.

OVERALL 70%

GIANTS OUTRUN

GAUNTLET II
1943
STREET FIGHTER

AMIGA	£24.99
-------	--------

Gunfist II is the star of the show, combining slick and addictive gameplay with great graphics and sound, but the others on the package aren't so hot. Street Fighter is the worst fighting game available on the Amiga. It's a truly dire Outrun is an average port-over from the hum drum ST version and 1943 is a fairly average vertically scrolling shoot 'em up. Only Gauntlet II offers more than a couple of hours' entertainment.

OVERALL 65%

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BUDGET

MUTANT FORTRESS PLAYERS

A hard mercenary types go Brad is somewhere in the top league. So you can guess how hard he feels when a gang of mutants make off with his adored eighteen wheeler juggernaut. Beginning in a dark forest (as does a lot of games of late) it's hard-as-a-plenty in a horizontally scrolling shootout to retrieve your beloved vehicle.

Zombies must be re-killed, buzzards must be plucked with your limited supply of bullets and dinosaurs need returning to the lakes which they emerge from. With only one life, keep a close eye on your energy level, picking up the first aid kits along the way as well as extra weapons and body armour.

Mutant Fortress pales in comparison with the horde of re-releases currently flooding the market, especially Ghosts 'n' Goblins which it looks to be derived from. Control of Brad is annoying, being unable to turn in the air when a baddie is on your back, and presentation is sparse. If you're after a game like this, try the more enjoyable and less expensive Ghosts 'n' Goblins instead.

SPEC £2.99

Dodgy graphics and unremarkable gameplay make this a very average budget game.

OVERALL 53%



PAPERBOY ENCORE

Jump on your BMX bike and pedal up the street on your week-long paper round, avoiding hazards including burglars, drunks, stray dogs, radio-controlled cars, speeding traffic and rollaway spare tyres. Each of your subscribers must have their paper delivered - if they don't get it, they'll stop their order. Annoy non-subscribers, and receive valuable bonus points for smashing their windows and gar-

den ornaments with a deftly hurled newspaper. At the end of each diagonally-scrolling street is a BMX stunt course where you can rack up the points by throwing spare newspapers at the path-side targets. Don't worry if you run out of papers though: extra bundles are available at regular intervals.

We loved Paperboy when it hit the arcades; we were marginally impressed when the computer game arrived and now we're jumping for joy at its new £9.99 price tag. As playable as



C64 £1.99

Paperboy on the £4 wasn't the best conversion in the world: first time around and, unlike a good Xmas pud, it hasn't improved with age. Sprites are blocky and ill-proportioned, in-game music is more of a whine than a tune and the odd bug rears its ugly head. Suitable fodder for confirmed Paperboy junkies only.

OVERALL 52%

ever, with clear, albeit monochrome, graphics and accurate gameplay, if you missed the game first time round, snap it up now - you never know. It may even improve your paper-chucking skills!

SPEC £1.99

As enjoyable as it was when it first hit the streets and, at £9.99, it should warm your heart after you've finished a cold paper round.

OVERALL 83%

HYPER-SPORTS

HIT SQUAD

Enter the Hypersports Championship and take part in the six events of Swimming, Clay Pigeon, Air Shoot, Shooting, the Vaulting Horse, Archery, Triple Jump and Weight Lifting. A combination of wrist-dilating joystick waggling and pixel-perfect control need to be utilised to get the player through all of the disciplines. Most of the events allow three goes to equal or better the qualifying time or score the third unsuccessful attempt means disqualification from the championship.

Even though the game is so

C64

£2.99

A blast from the past which upstages many of its less-wrinkly competitors. If multi-event sports fans are tops in your house, don't pass up the chance of getting Hypersports.

OVERALL 90%

odd that it's badly in need of a shave. Hypersports refuses to give up its claim to be one of the most enjoyable arcade sports games on the 64. Some of the events are looking a little dated now, but the enjoyment is still there. A snip at three quid.



RAMPAGE

HIT SQUAD

A revised conversion of the adult three-player coin-op which sees the players as either King Kong, Godzilla or Wu Man each 15ft tall, reappears on Ocean's budget label with hopes of crushing the opposition like one of the many cities which must be levelled throughout the game. To hamper the progress of the mutant monsters are the good of U.S. Army who come on in droves, armed with mac, the guns, rockets and helicopters with the intent of wiping out your enemy, depicted by a bar at the top of the screen, and turning you back into a weedy

C64

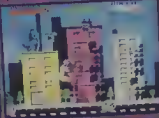
£2.99

Full-colour graphics do not compensate for the awkward control apparent in this version. Definitely one to have a look at beforehand.

OVERALL 62%

human.

Rampage is as close as anyone could possibly hope to achieve to the Spectrum. The three player option has been thankfully retained as the monochrome graphics capture the spirit of the original.



SPEC

£2.99

An accurate conversion, fun for people who can't get enough of the arcade game. Others may not be so ecstatic about it, though.

OVERALL 71%

AMSTRAD £2.99

Similar gameplay to the Spectrum game, with the presentation of the 64. The best of the three but still a game to try out first.

OVERALL 74%

SOLDIER OF LIGHT

Re-released on The Edge's new budget label, Soldier Of Light is the computer version of the cult Taito coin-op, originally called Xain'd Sleana. Working for the Federation you, as Stormtrooper Xain, must act on the orders of Galactic High Command and rid the galaxy of a troupe of rampaging alien types. Each planet must be tackled one at a time and, with only a single-shot laser cannon for protection, you have a tough task on your hands. Collecting strategically placed weapon pods boosts your firepower, making life somewhat easier the further you go. Once a planet is cleared of enemies the action switches to an intergalactic dogfight as you, in your fighter ship, fly to the next area.

While the game itself is an enjoyable arcade romp with lots going on, Soldier Of Light only vaguely resembles the original arcade machine in presentation. No more than average aesthetically, it's best to think of Soldier Of Light as one of the better budget games around, as opposed to one of the feeblest coin-op conversions. Worth checking out if fun without frills appeals to you.

SPEC

£1.99

Again, a fun blast, but minus any graphic or sonic niceties. Arcade addicts and people who don't know what to blow their last two pounds on should be well pleased.

OVERALL 77%



C64

£1.99

An outwardly unremarkable conversion which, despite its shortcomings, still provides a challenge for fans of the coin-op.

OVERALL 77%

C&VG AND U.S.

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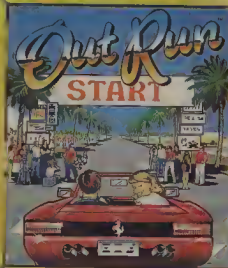
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*Reviews by Julian Rignall
Editor of C & VG*

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BUDGET

GHOSTS 'N' GOBLINS ENCORE

As brave Sir Knight, take on the worst that the Devil can hurl at you in your quest to rescue a fair maiden in distress. Beginning in a dark, zombie-ridden graveyard you must do away with your attackers, climb ladders, jump gaping chasms, pick up new armour when you lose yours and generally survive all the way to the last level where it's a quick one-two with Lucifer before you get the gal.

Ghosts 'n' Goblins has lost none of its appeal after all this time - it's still one of the most impressive arcade conversions ever on the Spectrum. Colour clash ears its ugly head now and again, but that is in no way detrimental to play. The sequel to Ghosts 'n' Goblins, Ghoul's 'n' Ghosts, is out soon - what better way to prepare yourself for it than to practice with this?

C64 £1.99
The 64's enhancements, presentation-wise, make this a superb conversion. Don't miss it.

OVERALL 90%



SPEC £1.99
Arcade hack and slay of premier quality - buy this as well as Ghosts 'n' Goblins and complete the set!

OVERALL 88%

THUNDERCATS ENCORE

Thundercats is a horizontally scrolling hack 'n' slay bonanza as you become Lion-O in a multi-level bash through New Earth, bumping off Mumm-Ra's Mole Men by the score and collecting extra weaponry, points and lives as you go. After every

few levels, the chance is given to rescue a member of the Thundercats team which should you be successful results in a massive points bonus.

What makes a game such as this so action, and Thundercats is laden with the stuff. Baddies attack you almost non-stop and it's important to be on your toes

SHORT CIRCUIT HIT SQUAD

Number Five is alive! But not for very long if the author has his way. In this budget mini-adaptation of Ocean's game of the '80s, A Two player lead line sees Number Five trying to break out of the Nova Robotics factory where he was assembled solely to be used as a built-in, as a result, he acquires intelligence before he is shut

AMSTRAD £2.99

Colourful sprites and backdrops have a realistic metallic sheen to them, and the music is at least as good as you can expect from the Amstrad. The game's the same, though.

OVERALL 62%

down by the Nova engineers. Part Two is a straightforward horizontally-scrolling shoot 'em up, blasting the baddies with your laser and jumping over innocent woodland creatures.

While the first section of the game is a reasonably addictive arcade adventure, part two is much too difficult, requiring absolutely precise timing to avoid the many pitfalls which get in your way. Number Five is a recognizable from the movie, but the game itself makes little attempt to stick to the plot. The music is really tough.

SPEC £2.99

The gameplay is almost identical, but monochrome graphics look crisper and add to the atmosphere.

OVERALL 64%

C64 £2.99

A none-too-forthful film tie-in becomes a fairly playable budget game until you reach level two. It looks and sounds okay, but there's not much game to play.

OVERALL 62%

SPEC £1.99

Cheap and cheerful arcade fun of the first order.

OVERALL 85%

C64 £1.99

Slight differences in gameplay, obvious graphical tweaks and sensible use of colour make this a great slash 'em down

OVERALL 87%



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- Strategic gameplay giving months of enjoyment.
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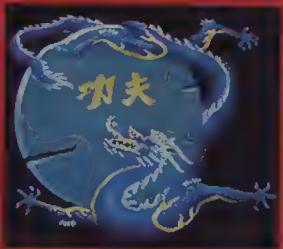
THE ART OF STRATEGY

HAAAI-YAAAI!

**WIN A COPY OF CHAMBERS OF SHAO LIN
AND A BRAND SPANKING NEW ST TO PLAY IT**

Hon'able software marchante at Grandslam think their new game, Chambers of Shao Lin is the bee's knees, if not the dragon's toenails when it comes to in-depth computer beat 'em up technology. In fact, they're so sure of themselves that they're prepared to prove it to one ultra-tortunate C+VG reader.

Unfortunately, this game is so amazingly hot that we could only get hold of one Atari ST copy to give away. But in case you haven't got an ST, Grandslam decided to throw one of those in as well. Not bad, eh?



Winning these goodies is all down to your creative ability, so no hard questions about "How long is the Great Wall of China in furlongs?" or "What wee the name of Charlie Chan's number two son's number three girlfriend?"

No.

Instead, we want you to design the ultimate martial artist - a Ninja with jet-powered shurikens, a Kung Fu master with spiked espadrilles, that sort of thing. The more outlandish the gear, the better.

Put your design on paper in the form of a sketch or painting (don't worry if you can't draw - it's ideas we're after), then bung it in an envelope with your name and address, then send it to: **THE INSCRUTABLE SLASH 'N' BASH COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU**

The closing date is January 3rd 1990, so you've got the entire Christmas holidays in which to complete your masterpiece.



OUT OF THIS WORLD

TOWER OF BABEL

An intricate 3D strategy game involving an interconnecting network of towers, platforms and lifts all rendered in solid 3D with innovative light and shading techniques. Take control of robot spiders and program them to solve problems and puzzles and interact with other creatures, such as Pushers, Zippers and Grabbers. Alternatively, real time control is available to you at any time for instantaneous reaction to the game's developments. For the more adventurous among you, there is a complete game designer, allowing the construction of your own series of towers, platforms and lifts. Attempt to fox your friends with your own fiendishly difficult creations. More than just a game, more than just a puzzle - Tower of Babel is a whole new concept in strategy gaming.



WEIRD DREAMS



WEIRD DREAMS

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DAMOCLES

BY NOVAGEN

106



Two years is a long time in anyone's life, let alone a software publisher's. You can do a lot of things in two years: things which were illegal then could be perfectly legitimate now, for example. Or you could start to write a sequel to your best-selling classic, stop half-way through to produce a pseudo sequel to another one of your classics, and then carry on from where you left off.

Which is exactly what Novagen's Paul Woakes did. It's been a long time coming, but *Damocles* - the follow-up to what was the ultimate adventure game, *Mercenary* - is here, bigger, better and considerably meaner.

Damocles carries on from where you left off in *Mercenary*. Remember? You were heading for the Gamma system when you were forced to crash-land on Targ and subsequently had to acquire an interstellar craft and escape with up to 10 objects and as much money as possible.

Arriving in the Gamma system and landing on the planet Eris, you find that the comet *Damocles* is due to collide here in a few hours time - and you are the only one capable of stopping it.

Damocles gameplay is similar to its predecessors, only this time around the hundreds of objects dotted around not only have financial value, but a use - for example, an assortment of tools lying around could have

suitable repair qualities. Then there's a camera, complete with film, which can be used to record events to show to your mates at your leisure. Explosives also play a major part. One obvious solution to your plight would be to blow up the comet and no doubt a few buildings or planets along the way.

Your only help is your ship's computer, a ninth generation PC by the name of Benson. He's a guide and mentor who's not averse to the occasional dry quip amidst his helpful banter which scrolls across the top of the panel below the play area.

Moving around the Gamma system is straightforward enough, allowing you to concentrate on the task in hand. There are no flaps, no undercarriage and no complicated instrumentation to worry about. The panel below the play area shows, to the left, temperature, speed, altitude and coordinates for navigation purposes, while on the right there's time remaining, cash obtained and a text inventory window in the centre. Whereas in *Mercenary* you could only drop the last object taken, here you can select the object you wish to drop or use and it's shown in the window in the centre. The panel so you know what you are dealing with.

The Gamma system is similar to our own, comprising a sun, nine planets, 18 moons and thousands of stars - all 'mapped' onto a heavenly backdrop (this consistency means you can use

▲ A place of worship? the more obvious star constellations for navigation purposes). Each planet has its own day and night cycles, and even years pass - only you don't have time to sit



▲ The Gamma system.

DAMOCLES

**C+VG
HIT!**



Voyager must be like. Landing on a planet you can watch planets fall and sun rises or getting back to the task in hand explore building complexes road networks (complete with junctions!) and underground mazes found in most of the cities. Most objects are found in rooms in the buildings or mazes, but some are only available from the trading post.

The more energetic player may enjoy walking or running around, but for the armchair athletes among us there are 20 different vehicles to be discovered. Not all craft are capable of space flight - the helicopter and tank, for example - oh, and the skateboard, which is only worth using when you get really desperate!

Anyone familiar with Novagen's Mercenary will appreciate the virtual total freedom available to the player in Damocles as the two play very similarly. Only Damocles is considerably larger and no less absorbing because of it. Fluid solid 3D graphics generate a wholly believable environment which is a joy to explore, and the unique feeling of being there is exemplary. There are dozens of 'neat bits' to discover along the way and plenty of Benson's dry quips to bring a smile to even the most jaded adventurer's face. It's not surprising Damocles took two years to produce - it will probably take at least another two years to complete it every which way possible!

BRIAN NESBITT

ST	£19.99
GRAPHICS	96%
SOUND	77%
VALUE	93%
PLAYABILITY	96%
If you thought flying around in Starfighter II was good, wait 'til you get a load of this. Damocles is an experience to behold - and one not to be missed.	
OVERALL	95%

UPDATE

Sorry, B-bitters: versions for your machines are out of the question. Work has yet to begin on an Amiga incarnation, but expect to play a very similar game in a month or so for the same price as ST Damocles. The news is also good for PC people, who didn't get to sample the delights of Mercenary the first time around. The CGA, EGA and VGA conversions of Damocles are being carried out by Paul Wooker and should see the light of shop toward the middle of next year. A price has yet to be fixed, and depending on the product's success, a PC version of Mercenary could follow.

around and watch! That said, it's easy to get engrossed in the planetary movement and you can begin to appreciate what the breath-taking view from



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AMIGA 16M P.C.





▲ Watch out for the gunmon!

1993 is a dirty era in world history, with drugs, prostitution and similar unsavoury practices more rife than ever. Look on the bright side though, at least there's only one man controlling the lot. Snag is the bloke in charge: is President Bangler, who has the police and armed forces as well as the entire criminal underworld in his grasp. Although he has crushed almost every uprising against him and his government, one rebel organisation, led by Mulk, continues the struggle against this vile ruler's despicable acts. A plan is drawn up to infiltrate the dictator's ranks, with the intention of assassinating Bangler using two state-of-the-art robots: the Ninja Warriors.

Six seedy areas stand between the droids and Bangler and these must be cleared of hostile forces before the President can be reached. Intel, ligence has informed Bangler of the threat to his life however and extra troops have been drafted in to each area, with a super-strong guardian at the end of each one to ensure the quick demise of the robots.

Disguised as knife-wielding, shuriken-throwing ninjas, the droids can withstand only a limited number of hits before they explode into shards of metal. And if that isn't enough, a self-destruct device has also been built into the robots, destroying them should they fail to com-

plete each level within the given time limit.

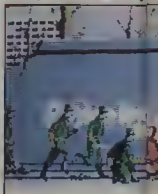
Ninja Warriors began as one of those ultra-trendy triple-monitor coin-ops, and the elongated look of the arcade machine has been represented surprisingly well on the ST, the overall playing area being compressed into the middle third of the screen. Although this means a reduction in the size of the graphics, everything still looks remarkably similar to the original, especially the robots which lose parts of their skin when hit by

bombs and bullets, uncovering their metallic frames underneath. Animation of all the sprites is first class, with a charming little spurt of blood when enemy soldiers are downed by a shuriken. Sound is also a delight, using a combination of crisp samples and bog-standard (but still very palatable to the ear) ST music throughout to great effect.

The simultaneous two-player option of the coin-op has been retained for the computer game, and rightly so, Ninja War-



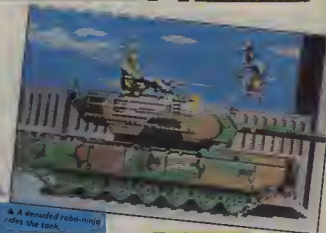
▼ Taking on the hordes solo is tough!



▼ Dodge the cyber-hunchback!



NINJA WARRIORS



▲ A denuded robo-ninja rides the tank.



C+VG HIT!

nors is mega-tough almost from the word go. Mention must also be made of the clever loading.

▼ Or he'll blow your head off!

system which dumps the necessary data into memory as and when it is needed. Scrolling is held up now and again because of this constant interruption from the drive, but you're normally too busy hacking up scores of soldiers either side of you to notice.

Ninja Warriors is a tough game, but the great playability keeps you coming back for more. Highly recommended to beat 'em up fans.

PAUL RAND



UPDATE

C64 Ninja Warriors is coming soon, and also uses a thin screen to give a coin-op feel. Should be worth looking out for.

ST	£19.99
GRAPHICS	87%
SOUND	85%
VALUE	84%
PLAYABILITY	88%

Ninja Warriors has transferred from coin-op to computer extraordinarily well. The graphics are small, but well-defined, and a novel loader ensures a wide variety of assailants throughout. Play is tough, but it's a conversion that hack 'n' slash arcade fans will relish.

OVERALL 85%

AMIGA £24.99

Slicker scrolling, better sound and better sprite definition than the ST make this a winner all the way. Ninja Warriors is one of the best beat 'em ups available on the Amiga at the moment - check it out.

OVERALL 86%

BY MICROSTYLE

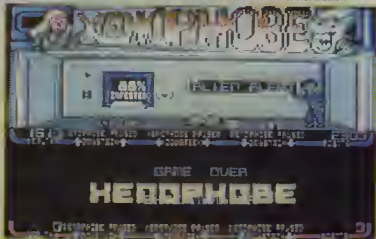
XENOPHOB



▲ Blast that crawler.

Xenophobe is a split screen one or two-player shoot 'em up in which two mercenaries enter a series of abandoned space stations and destroy the aliens who've taken over.

Although Xenophobe is an accurate conversion, it still isn't particularly fun to play. The fault lies not in the computer game itself, but instead with the coin-op from which it has been copied (Arcade Xenophobe (which incidentally featured three-player action) wasn't a hit due to its simplistic gameplay. All there is to the game is beam up onto a platform, picking up a load of ob-



▲ 88% Infection! Yipe! jets, and shooting diagonally downwards or forwards at hordes of green aliens. There's hardly any variety from screen to screen, and very little in the way of two-player interaction. Consequently the first few games are fun, but boredom soon creeps in.

The graphics and sound are fine. But the gameplay is just too bland to make this anything other than an average.

PAUL RAND

▲ Shoot it in the head!

AMIGA £24.99	
Looks and sounds the same as the coin-op, but lacks variety and lasting appeal.	
OVERALL	61%

ST £19.99	
Arcade perfect graphics and good sound, but the gameplay just doesn't hold your attention for long.	
OVERALL	60%

SPEC £9.99	
The graphics are monochrome but the gameplay's the same. There's just not enough variety to hold your attention.	
OVERALL	61%

C64 £9.99	
GRAPHICS	77%
SOUND	80%
VALUE	61%
PLAYABILITY	78%
Starts off as a fun shoot 'n' pick 'em up, but repetitive gameplay rapidly puts a dampener on the proceedings.	
OVERALL	60%

DRAKKHEN



ATARI 5+

1989 / 2000



INFOGRADES



COMPO

ZOOOOOM!!!

WIN

A DAY BURNING UP THE TRACK AT SILVERSTONE OR A FAB RADIO CONTROL RACER

It you read last month's C+VG you'll know that Virgin Mastertronic's conversion of Continental Circus is one of the top road-racers around. But y'know, sitting in front of a screen joyticking your F-1 sprits around a famous Grand Prix circuit is all very well, but for REAL trouser-solling thrills, there's nothing like a REAL trip around a world-famous race track, driving at mind-warping speeds in a REAL racing car! And that's just what Virgin Mastertronic are offering two first prize winners in this fabsville compo - a day's tuition at the John Watson Driving School at Silverstone in either an MG Montego EFI or a SC1 single seat racing car!

Don't despair if you're a non-driver, though, because Virgin are also giving away a terrific radio-controlled racing car, as well as copies of Continental Circus and posters as runners-up prizes for those who don't yet possess a current driving licence.

All you have to do to take delivery of one of these prizes is design the most amazing racing machine on four wheels. You know the sort of thing - Pirelli Enormo-tyres, a vast engine, loads of chrome and some purrty fancy paintwork - something that could do some real damage to the environment.

Get your sketch or painting in a whopper envelope and send it to: I'VE DESIGNED A CAR THAT LDDKS SO MEAN YDU'LL HAVE TO CHANGE YOUR UNDERPANTS COMP, C+VO, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

We'll be judging the competition as soon as we get back from Christmas hols (if we survive New Year's Eve, that is), so make sure your entries are in by January 3rd.

CONTINENTAL CIRCUS



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See inside pack for details



► AMIGA



Hiro, the last Bladeknight, stands alone and stares across the barren, red wastelands that were once the peaceful world of Thraxor. He is the only survivor of a terrible war, waged by Havok and his night-marish forces, who rose up and shattered the Fireblade, the power source of the people of Thraxor. Now he must avenge the death of his race by entering the Undercity, Havok's lair, piecing together the sixteen segments of the shattered blade and using it to kill Havok.

The mission starts near the entrance of the Undercity, a

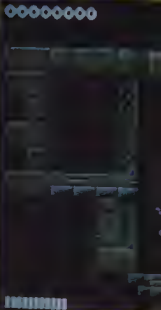
▲ Very Oriental opening screens.

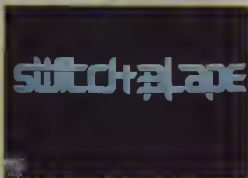
SWITCH

sprawling hazard-packed labyrinth that's heavily populated by Havok's hordes who attack Hiro on sight. Being a Bladeknight, he is skilled in combat, but sometimes even his powerful punches and kicks can't cope with the vicious onslaught, and his energy bar is worn down as the enemy strike. If the bar is worn down five times his mission is over.

But things aren't all bad - sometimes extra energy capsules and even weapons such as guns and firebomb launchers can be found by locking open false panels in the walls. Extra weapons are extremely useful, but because the power of the Fireblade has been destroyed, they only work for a limited period of time.

The pieces of the Fireblade are hidden throughout the Undercity, often in rooms





... Hiro on the screen (yes, we ran out of pics).

whose doors are hidden behind walls which break when punched or kicked. So when you enter a new room, check out any likely-looking walls for hidden rooms and secret passages

But it's the incredibly addictive gameplay that makes Switchblade a classic platform game that no self-respecting games player should be without.

JULIAN RIGNALL

SWITCHBLADE

**C+VG
HIT!**

02



When the Fireblade is fully assembled, Hiro can finally hunc down Havok and face him in a final showdown. There can only be one winner.

Switchblade (designed and programmed by Core, who were also responsible for the brilliant Rick Dangerous) is a tremendous game which looks and sounds like a 16-bit product, but plays like a console game. The gameplay is superlative, with a beautifully-balanced difficulty level that is very challenging, but lets you get just a little bit further with every go, making it massively addictive (watch the hours fly by when you're playing it). There are loads (and I mean loads) of hidden bonuses to discover, and you seem to find something new every game, adding even more lasting appeal.

The graphics are small, but detailed, and the sound is great, with a thumping good soundtrack and excellent spot effects.

UPDATE

ST, Amstrad, Spectrum and C64 versions are coming soon, and will all feature the same maddeningly addictive gameplay. Don't miss 'em.

AMIGA £24.99

GRAPHICS 81%

SOUND 91%

VALUE 90%

PLAYABILITY 95%

A smashing platform game which combines unbelievably addictive gameplay with great graphics and sound. If you thought Rick Dangerous was good, this'll blow your socks off!!!

OVERALL 93%

1 BATMAN

Batman - The Movie from Ocean

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Amiga Format



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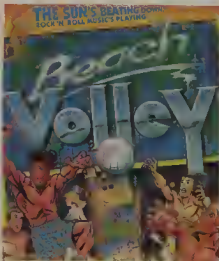
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3

Beach Volley from Ocean

Your team travels the globe from London to Sydney challenging all comers in the latest craze that's sweeping the beaches. Fantastic action with variable service and play controls as you lob the delectables, try a lightning reflex short smash to win back your service, jump block or defend your match winner.

This is Beach Volley - you may even catch a ball!



Beach Volley

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Amiga	Disk £24.99	BF925AM



2

Strider

from US Gold

In the eternal struggle between good and evil, both Russians and Russia look very different. You take on the role of Strider Hiryu and need to do battle with The Lord and his wicked minions. You're dropped into Red Square and must guide Strider across platforms destroying KGB agents with your trusty sword. Get through all this and return to Moscow to face the Grand Master of the Red Army.

'Arcade fans who like their games spiced with plenty of action and rising around are certainly going to enjoy this.'

Amiga Format



Strider

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CVG 12/85



Turbo Out Run

from US Gold

Get ready to put your foot to the metal pedal to the floor, because Out Run is back!

The game takes you on a 4 stage race across America. Driving a Ferrari F40 you'll battle bumper to bumper with good guys and bad guys, police cars, Porsches, blown engines and fickle girlfriends. Sixteen different scenes will take you through congested city streets over snow and icy mountain passes and across sunbaked deserts.

Drive day time and night-time and go for manual or auto gear box selection.

Turbo Out Run		PRICE	CODE
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Amstrad 6128	Disk	£14.99	BF931AD
Atari ST	Disk	£19.99	BF932ST
Amiga	Disk	£24.99	BF934AM

► ST

Hard Drivin' is a real driving simulator, designed to help learners get the feel of what it's like to be behind the wheel of a car. However, half-way through development, the programming team wisely decided that the game would make far more money if it was turned into a coin-op, so they beefed up the specifications of the car, added speed and stunt tracks, and created the highest-grossing arcade game of all time.

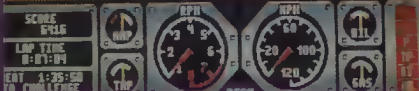
The coin-op is an impressive beast, and features very fast filled-3D polygon graphics that create a real-world environ-

There are options that let you select an automatic or manual five-speed gearbox, and the car handles very realistically. So the hell has it been into an ST? Read on and find out.

As in the arcade game you're given the choice of an automatic or manual gearbox. Automatic is a must for beginners. Caddy drivers who opt for manual gear change can use the keyboard or a joystick just like a real stock shift. You can also use a joystick or keyboard for steering, but the mouse gives the best feedback and provides the best feeling of really driving.

Once you've got the controls sorted it's onto the race. There are two tracks to drive on, a stunt and speed, and the rules are simple. Just drive through one of the checkpoints down the road before the clock runs out to gain extra time. As long as you keep on going through

BY DOMARK



▲ The tracks - expect more in the near future!
those checkpoints (there are three) you can keep on going. But be prepared to put your foot down 'cos the time limits get tighter and tighter!

Just like in real life, it's the other road users who make life difficult. Cars and trucks cruise the tracks in both directions and while they don't actually drive dangerously, they do get in the way sometimes. When the clock is ticking down you have to be prepared for some

pretty hairy over-taking, and if there's anything coming in the opposite direction... KAPLOOE!

It's almost worth crashing, though, because whenever you total the car on a building or another vehicle, fly off the loop-the-loop, fail to make the jump over the bridge, the crash is replayed from a remote angle so you can see exactly how you just hospitalized yourself!

At the start of a game, you're given a lap time target. Beat it

and you get the chance to challenge the legendary Phantom Phelon - a mean computer driver who'll give you a very fast one-lap race around the course. Beat him to the finishing post and your winning lap is kept in memory as the next lap time target. Beat your own record and you actually challenge yourself to a race, with the computer car exactly reproducing your winning lap! Brilliant, eh?

Programmer Juergen Friedrich has worked miracles in

HARD DRIVIN'

pouring the proverbial quart into a pint pot. The arcade game relied on very specialised hardware to produce the 3D graphics, but the ST has reproduced these superbly, and what's more, they hardly slow down at all when things get busy. Sampled arcade sound effects are in there, too, from the screeching of tyres to the distressed caw. But it's the perfect control feedback and the exhilarating sensation of driving unfeasibly fast over unfeasible obstacles that provide one of the greatest racing experiences you'll have on a home computer.

As if you needed any further persuading, Domark are releasing extra track disks early next year to use with Hard Driven featuring new cars, tracks and roadside obstacles, and later on in the year they plan to release a full track editor, so you can design and race your own tracks! What more could racing fans ask for?

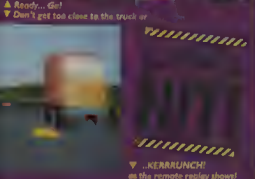
JULIAN RIGNALL

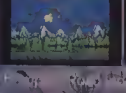
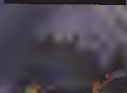
ST	£19.99
GRAPHICS	90%
SOUND	78%
VALUE	89%
PLAYABILITY	93%
A stunning conversion that contains all the features of the arcade game and plays brilliantly. An absolute must for all boy racers	
OVERALL	92%

UPDATE

The Amiga version is coming along nicely, and will look and play the same as the ST version. Spectrum and Amstrad Hard Driven both look very impressive, although they do slow down when there's lots going on - still all the features of the arcade game are in there. The C64 version is an unknown quantity - it's not the greatest machine for doing 3D graphics, so it's advisable to take a look at the game before buying.

▼ The infamous loop-into-loop.





MicroProse, Inc. 10000 Wilshire Blvd., Suite 1000, Beverly Hills, CA 90212. GLSS, GLB 8DA

Axel has become mega-rich due to all the royalties which he received from being named in the Beverly Hills Cop theme tune, and he's as happy as a sand lark because of it. Unfortunately, his girlfriend Lucy isn't what you'd call over the moon, as she's been kidnapped by a big green dragon whose song was rejected by the film company. Axel, being the charming chappie that he is (and because he wants even more publicity and royalties), braves the terrors of the outside world and sets off to find young Luce.

The dragon is hiding in a far-away castle which Axel must reach to pay the ransom, passing



▲ Our helmeted hero busts bricks 'n' blocks.

AXEL'S MAGIC HAMMER

BY GREMLIN

though eight different lands before reaching his woman. A myriad of baddies must be annihilated along the way, which include poisonous snakes, vampire bats and primitive pygmy tribesmen. To add to this confused state of affairs, Axel must collect all of his cash, which is hidden throughout the eight levels (the shy superstar doesn't trust banks), in order to get his girl back safely.

To protect himself from the terrors of the outside world Axel carries a hammer with which to bludge the baddies over the head, as well as to smash the many blocks which contain the loot. Some blocks, though, hide useful objects which our lad can utilise on his journey: articles which include new weapons, extra lives and keys to secret doors.

Axel is working to a strict time limit set by the dragon, but he still has enough time to search the many bonus rooms hidden across the levels, which may or may not contain money or objects.

Anyone who owns a Sega console will immediately realise where the programmers have taken their inspiration from: the thought of Alex Kidd practically butts you in the face from the world go. In fact, Axel's Magic Hammer is a clever combination



▲ Fireballs make things a little easier.



▲ What an 'bawrowing experience! (har har)

of all those cute Japanese games with devilish woodland creatures bogging you down wherever you go: lots of goodies to collect and a host of hidden rooms to hunt down and loot. Unfortunately programmers Core have made one little slip-up while attempting to put across the feel of a trendy Japanese arcade adventure - when was the last time you saw Mario or Alex fighting their way across a black backdrop? Garish colour is all-important in this type of product, something which has been overlooked. Still, that's hardly a niggles and Axel's Magic Hammer gets

the thumbs-up from this reviewer. It's captured the feel of the consoles, with a host of cuddly graphics which you'd want to snuggle up to: were they not trying to do you in, and music is suitably bouncy, jingly and generally superbly suited to the proceedings. Brilliant!

PAUL RAND

UPDATE

The Amiga version of *Axel's Magic Hammer* will be released shortly, and with the exception of a few minor colour and sound alterations, should be exactly the same as the ST game.

ST	£19.99
GRAPHICS	79%
SOUND	82%
VALUE	82%
PLAYABILITY	85%
Alex Kidd on the ST? Not quite, but an impressive game-of-the-genre, which gives ST owners the chance to play console owners at their own game.	
OVERALL	83%

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WOOAH! WEEEE!! WHOO-HOOO!! OH DEAR, I'VE CRASHED.

Oh, how the cynics chuckled when Domark announced they had bought the licence to convert Atari's *Hercules*, the machine with the mighty "Polygonizer" hardware which makes fast 3D vector graphics such a breeze to program.

But now those same cynics are "laughing on the other side of their faces" (to coin a popular phrase) and if you look at the review on page 120 of this issue, you'll see why. The conversions are nothing short of brilliant, and Domark are so pleased with them that they are happy, nay, ecstatic to be giving away a brand spanking new video cassette recorder and a collection of highly entertaining cassettes, jam-packed with stunt driving escapades and loads of car-crashing lefts. Great fun, all in all.

"How do I win this saucy prize?" is the question which is no doubt playing about your lips. Well, me old beauty, all you have to do is this. Find yourself

a large piece of paper, dig out your little sister's Care Bear-shaped fluffy pencil case, then pull on your thinking cap and design the ULTIMATE stunt driving course.

We want loop-the-loops of course. Derdevil leaps - sure, yeah. But the winner will have even more bizarre and exotic obstacles on his or her track, like... Oh no, no clues. We're going to leave it wholly to your imagination.

Once you've got your idea on paper, bung it in a nice big envelope then whizz it off tooooo... THE "DOMARK DOESN'T HALF DRIVE A HARD BARGAIN" CDMPO, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

The winner will be picked as soon as we come back from our Christmas hole in January of next year. Remember, we can only return entries if they're accompanied by a stamped addressed envelope!





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TOM & JERRY 2

It's time for "Cat and Mouse" games again! Jerry, jumping around the house and garden with Tom in hot pursuit, stuffs himself full of cheese.

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REVIEW

SCAPEGHOST

**C+VG
HIT!**

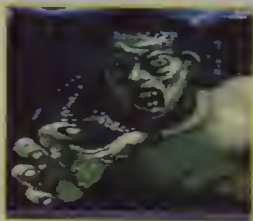
BY LEVEL 9

There's one thing you can be sure of when you play Scapeghost - you won't make a fatal mistake that will get you killed. How come? You're already dead when the game starts! In fact, you start your existence in this game by watching the crowd disperse at the end of your own funeral, and from then on, it's up to you to prove how effective a ghost you can be.

The adventure is in three parts, and whilst each can be played separately, it's far better to treat the game as one whole adventure. In this case, on the Amiga at least, moving between parts is almost transparent to the player. Playing a part out of order will undoubtedly spoil the story as a whole.

Scapeghost has all the usual Level 9 commands. You can GOTO a named location, character, or object, talk to other

▼ Policemen in mourning suits attend your funeral.



▲ Luke uses force.

characters and ask them to carry out tasks for you. And with RAM SAVE and UNDO commands, you have a sick set of tools at your disposal for getting you out

of trouble. On versions with graphics, the pictures slide up and down under mouse control, and refresh in situ.

Scapeghost combines a very

original story line with some highly unusual puzzles based on the supposed characteristics of ghosts. The high-level commands available make it a pleasure to play, and free from frustration even if a silly mistake is made. The puzzles range from easy to quite hard, and there are clues in the text to guide the player, making this a game anyone should be able to tackle with confidence.

Despite the occasional glitch, I rank Scapeghost as Level 9's most enjoyable adventure. Their most enjoyable adventure of all time, in fact, because sadly Level 9 have announced that this is to be their final adventure.

KEITH CAMPBELL

UPDATE

If you're an adventure fan, you'll be pleased to hear that Scapeghost is coming out on virtually every machine: Spectrum, C64, Amstrad, Atari XL/XE (text only), BBC 41k, BBC Master (with pictures), Atari ST, IBM PC, Amstrad PCW and on C64, Amstrad and Spectrum +3 disks with pictures. Murrehl!



I stared around at the others, as a priest mouthed platitudes over a newly grave, and wondered who had capped it this time. Then I read the name on a nearby wreath....

(This version allows you to use the SAVE and RESTORE to save a position memory, and UNDO to take back bad moves).

I was standing beside my own grave. I could see some mourners, a detective, a priest, a new wreath and a mound of earth.

As the mourners prepared to file away, ignoring me, I was still rooted to the spot. This was going to take a bit of getting used to.

AMIGA	£19.99
GRAPHICS	78%
SOUND	N/A
VALUE	86%
PLAYABILITY	89%

A jolly good adventure which will doubtless appeal to all adventure players.

OVERALL 88%

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MIX

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ADVENTURE

Oh dear! Keith Campbell reports from a barren desert of a once-green adventure world. But is it all bad news?

Adventure fans could be in for a lean time in the coming months! Level 9 have released their 'final' adventure, Scapeghost, and are moving on into arcade-oriented RPGs. This will be a sore disappointment to their adventure fans, especially those who were looking forward to adventure-oriented RPGs from Level 9 - the Austin's original plan.

Nothing new is likely to emerge from Magnetic Scrolls until at least March. When I spoke to her, Anita Sinclair was being particularly tight-lipped about future plans, except to say their next adventure will be "mind blowing". Scrolls currently intend to release no more than one adventure per year. To fill their idle hours, they are diversifying into business software, it seems. What? Yet more spread sheets? Perhaps these will have spectacular pull-down graphics.

Apart from the promised Sierra titles reported last month, and the occasional surprises that pop up now and again, it seems we will be pretty starved of new adventures until Elvira arrives. Elvira, a big name in horror in the USA, is a big girl wherever she goes, as I discovered recently, when, with countless others, I queued for a turn to sit rather close to her in a London nightclub to capture the occasion of the press launch of a video and computer game. Elvira specialises in horror, and as well as being the mascot of Mike Woodcock's Horror Soft, she is to star in their next adventure, entitled: Elvira - Mistress Of The Dark. Elvira (the game) should be coming to a computer store near you any time now.

ADVENTURE HELPLINE

What next? - the infamous cry of the vexed adventurer - is echoed by Allen and Mark Errington. Playing Manhunter New York, they have found a crowbar and a body in the park, and can go no further. Which seems to be more or less the spot where Erik Brovig from Oslo has got stuck. He's outside the Natural History Museum, and stranded in Central Park by a bush under which he has found a metal device. Sounds like you have unearthed Allen and Mark's crowbar there, Erik!

Whilst pondering their Manhunter dilemma, Allen and Mark decided to play Gold Rush, and were last heard of expressing their disappointment at not finding a key for the door under James' cabin! Any experienced gold diggers out there?

Alan Ralph of Brighton has a Personal Nightmare in which he gets run down and killed by a car. He can dodge it, but sooner or later it always comes back and gets him! Can anyone rid him of this terrible dream?

Who can come to the rescue of a lady in distress? Her name is Carol, and she is having terrible trouble with a fanglizard in that Ram Jam adventure, The Terrors Of Trans-toss.

Here's a problem from a home-grown adventure to test you! It's one that I have not come across, but then a Helpline is here to help all! Who can tell Ian Miguel of Lockerbie how to get past the Stone Demon in Crystal Cavern?

How do you escape from a bunch of humanoids, when your hands are tied and you

have no possessions? That is a question that has been much troubling Legend Of The Sword players. Has anybody solved it? 'Here's my best chance,' I thought when I bumped into that 'Infocom before breakfast' adventure expert Paul Coppins, once a mainstay of the C+VG Adventure Helpline, and currently working for Microprose. "But I only hit upon the answer by accident!" remarked Paul in his usual modest way. You'll find Paul's way out of this tricky situation in the Clues section!

If you have answers to any of the problems mentioned here, some hot tips for a recent adventure or RPG, or some pressing problems of your own, then drop me a line at Adventure Helpline, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. I'll write back as soon as I can! And if your name is Kelly Medori and you live in Italy, please write again as I would like to discuss Scary Mutants but I have lost your address!

ROLE CALL

Dungeon Master is nothing if not a tricky game, and it seems my tipsters have fallen victim to its trickery! According to Stephen Salt of Newark, the answer to "I am all, I am none" is not NOTHING, as printed in the September issue, but the MIRROR OF DAWN. If only three items are correct the gate will open, but if all four right a hole opens in the wall on the left hand side of the gate as well, and it contains a key.

It's not much fun slopping around in a sewer, not knowing where to go next! That's the current position of Simon Leigh of Bristol, who is playing Bard's Tale, and cannot find the exit stairway going down from the first sewer level. Meanwhile, Jonathan Murphy of Carmarthen has found the silver square

and circle, but is unable to locate the silver triangle, needed to enter the final level of Mangar's Tower. "I must say that your adventure column has been going strong through thick and thin when other lesser magazines have stopped covering adventures due to 'lack of interest'." So I'd just like to say keep up the good work, adds Jonathan. And I'd like to say "Thank you, Jonathan!"

Erik Brovig once made it into the wizard's room in the magnificent pyramid of Pools Of Radiance, but died at the



hands of the demon. How can he return and survive the experience?

And finally: "Any idea where the abyss is in Ultima IV?" asks Michael Bogle of Edinburgh.

HOME GROWN ADVENTURES

Match Pomfret of MSB Games hopes to revitalise the 8 bit market with a series of new adventures. First will be Blood Of A Vampire, a C64 text adventure. A 16 bit version may follow. "Any publishers out there interested?" asks Mitch, hopefully.

Correction. Shards Of Time, an adventure from Titan Games, reviewed in the September issue, costs £7.99, not £14.99 as printed. A

URE

graphically enhanced version capable of running on a 1040ST is also available for £8.99.

This month sees the first home grown adventure from Stormbringer Software: Menagerie. Written for the 48k Spectrum using PAW, it casts you as a vampire, and the game opens just after a successful encounter

with a victim. In flight from the police, stumble into a bunch of you.



aliens, and pass out as they point a hand-held device at you.

You wake up to find your self a rare species in an alien menagerie. As alien blood is not compatible with your metabolism, your only hope is to find the lost Bloodstone of Baal, and squeeze it.

This is a humorous adventure, with a few graphics and some refreshingly amusing replies to the player.

"Examine handbag", for example, elicits the reply "A quite spacious handbag that formerly belonged to a middle aged woman with blood group O Rhesus Negative." And after removing your clothes to provide enough objects to plot a maze, every response contains the phrase "I spy with

my little eye a Bat's Boney Bare Bod."

I can do nothing but warmly recommend this slightly irreverent adventure. It costs £2.49 and it's available from Ian Brown, 1 Amanda Road, Glen Parva, Leicester LE2 9HW, to whom cheques should be made payable.

ACL TO RETURN?

As we go to press, a copy of a letter from the ex-Adventurer's Club Ltd to an ex-member has come into my hands. It announces the relaunch of the club during November, and was apparently sent only to people who had ordered software through ACL. No mention is made as to the position of members with part of their subscrip-

tions unexpired when the



club ceased to function. I wish to make it clear that I am no longer President of the club, nor do I support it in any way.

CLUES

A

ZORK II

BALLOON. Fly it by removing the cover from the container, and burning anything inflammable in it.
BANK. Try walking through walls.

BOX IN WALL (UP VOLCANO). Use the fire brick to blow it open. Make a fuse from string.

CAKES. They each have a different effect when eaten. Work out your strategy before consuming!

CAROUSEL ROOM. To stop it revolving, press the button in the machine room.

CLEAR SPHERE. Throw your sword at the glass to get it.

CRYPT. Turn off all the lights when inside!

DRAGON. Keep attacking it with the sword and moving towards the ice room.

GRUE REPELLENT. You must stop the carousel room before you can find it!

IRON KEY. Retrieve it from the other side of the door

using the classic method! The tools required are in the gazebo.

PORTRAIT. Remove it from the bank by dropping the brochure in a viewing room, and then walking through the curtain.

LIZARD DOOR. The lizard likes a special type of candy.

MENHIR. Move it by casting the **FLOAT** spell. You need the wizard's wand to do this.
ODDLY ANGLED MAZE. It is shaped like a baseball pitch. Move as if going from base to base, and note that the lights should get brighter as you progress.

UNICORN. To get his key, kill the dragon and rescue the princess. Follow her when she leaves to collect your re-

ward.

WELL. To reach the top, get into the bucket and pour water.

WIZARD. Put paid to him at the end of the game. Pay the devil his due and get him to do the dirty work!

Z



ADVENTURE CLUES

This month's hot problems solved:

SPACE QUEST III: Take the ladder with you immediately after you have climbed it. When you leave the shop, turn left and take the lift in the monument.

LORD OF THE RINGS. Send Sam ahead (without the ring) to kill all the riders - then you don't need the gems.

KING'S QUEST IV. Climb the whale's tongue from bottom left to top centre. **SAVE GAME** before attempting!

LEGEND OF THE SWORD: Drop and break a bottle before getting caught. Use your feet to manipulate the broken glass to cut your bonds.

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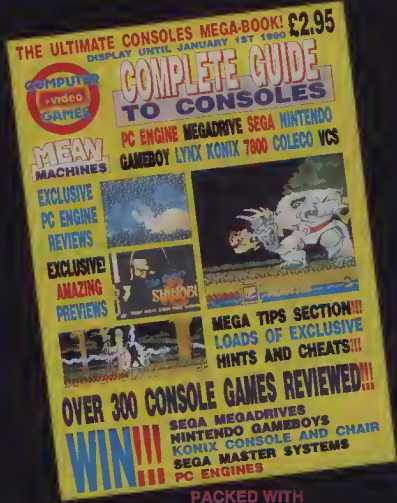
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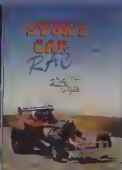
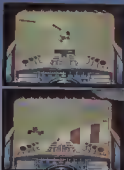
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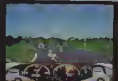
"A near perfect blend of simulation & action" - ACE

"Amazing graphics" - CU

"If this, as MicroProse maintain is the shape of the Amiga games to come then everybody should buy an Amiga now" - CU

93% TGM

93% C & V



MEAN MACHINES TENNIS ACE

So what about the middle of Sweden? ... what if the municipal court is under six feet of snow? With Tennis Ace you could be on McEnroe every day of the year and suffer no ill effects.

The first thing that occurs to you about Tennis Ace is that for a tennis game it has a vast array of option screens. They start with a one or two-player select and password entry so you can start playing part way through a world tournament.

Next you're given the choice of being one of sixteen players which are rated on technique, power and speed, and are also designated as stroke players, net

players or all-rounder. After that you can select from a few difficulty levels, a sub-routine for practice on a new shot, a short A.I. routine, saving and loading, a double check of the computer's play as your partner which is a fairly amusing interesting, and by the way, a very game.

When you finally get to the actually starting a game, a big power sprite serves the ball and the screen changes to a view of the court which is split from side to side to follow the ball. The two buttons handle forehand and backshots, but if the ball is in the right place you can also smash it across the court. No change angle of shot, so it's true, but sufficient. After all, getting the diagonal to



perform a diving backhand would be pretty difficult on the Sega's control pad.

Graphically, Tennis Ace is tidy rather than outstanding, but there are a selection of jingly tunes and there's even some of that Sega-speech which sounds like a sub-aquatic albatross.

To be honest, watching a ball sprite bounce back and forth over a line down the centre of the screen never really got my pulse racing. But if computer tennis is your bag, this is one of the best examples of it - not quite an ace, but worth checking out.

PAUL GLANCEY

SEGA £24.95	
GRAPHICS	80%
SOUND	75%
VALUE	79%
PLAYABILITY	77%
Lots of options and decent gameplay make this the best tennis game on the Sega. Check it out if you're a fan of the sport.	
OVERALL	79%



CLOUD MASTER

Worlworld is in a state of turmoil. The crazed wizard Blurgh has emerged from 2000 years of solitude, his warped mind set on overthrowing the State and ruling Weirld-world. But one person is man enough to stand up against Blurgh and beat the charlatan at his own game. So, with magic gun in hand and flying "Monkey" cloud underfoot, off you go to do battle with Blurgh's warriors.

And what a motley crew they are, too! Throughout the game you encounter amongst other things: formation-flying corn flakes, bows (complete with natty red stripe around the middle), winged Chinese waiters, cats' heads (the remnants of Blurgh's supper) and armoured turtles, each packing a powerful punch in the form of unlimited bursts of merciless gunfire.

Luckily for you, you're not alone in the fight, for throughout the battle you are able to enter hidden shops and borrow an item of well-powerful weaponry. Extra firepower is also available by clearing away certain waves of baddies, but guns are useless if you aren't fleet of foot and nifty with the old cloud. And at the end of each level you are tested to the full by an enormous end-of-stage monster which throws shots at you faster

than you can say "Help, help! I'm going to dieeee!"

Although the Cloud Master offers little in the way of innovative features, perseverance reveals a rather enjoyable little blast. It's important not to let your mind wander while playing as, due to the vast amount of bright colours on-screen, the eye can easily be lured away from impending doom in the shape of a stray bullet.

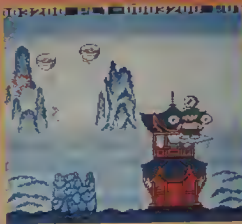
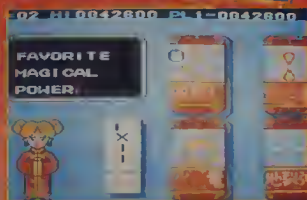
Playability is generally high apart from one annoying facet which is that, when shot, you are sent back to the beginning of

the level. I have never understood why this 'feature' is included in games, as it puts the

player off progressing further after he has spent ages battling to get where he is.

Still, shoot 'em up fans should enjoy the action.

PAUL RAND



MEGA	£24.95
GRAPHICS	80%
SOUND	42%
VALUE	68%
PLAYABILITY	75%
OVERALL	72%

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► PC ENGINE

MEAN MACHINES BLOODY WOLF

Oh dear. A group of terrorists have captured the President and taken him deep into the heart of their country. Sounds like a job for Bloody Wolf, hard man extraordinaire.

Because it's a solo mission, Bloody can only take a machine gun and a limited supply of grenades with him. But if he finds anything useful along the way, he can pick it up and use it against the hordes of enemy soldiers. Such items include bazookas, mega machine guns and flame throwers - all ideal for wiping out large numbers of enemy soldiers.

The action takes place in a pseudo-3D scrolling landscape. Bloody can run in and out of the screen and throw grenades and shoot in all directions. Enemy soldiers are everywhere - on motorbikes, behind oil drums perched on trucks - and all fire at the hero on sight. If Bloody sustains a hit, his energy bar is worn down and a completely depleted bar results in the loss of one of his three lives.

As well as the president, the evil terrorists are also holding other soldiers prisoner - including your best friend - and all can be rescued for extra points by



simply touching them.

As the hero progresses through the game, there are major obstacles to overcome, such as a giant submarine and a huge tank, and there are some horrible surprises in store later on. I'm not going to tell what, but if you've seen Rambo II, they're along those sort of lines.

To be perfectly honest, Bloody Wolf looks pretty awful, but beneath the poor graphics

and mediocre sound lies a fantastic arcade adventure that's full of action and excitement. It's tough to start with, with loads going on, but the superb gameplay keeps you coming back for more - I've been playing it for hours non-stop!

JULIAN RIGNALL

**C+VG
HIT!**

ENGINE	£29.90
GRAPHICS	76%
SOUND	74%
VALUE	82%
PLAYABILITY	93%

Poor graphics and sound belie a challenging and highly addictive combat game which keeps you engrossed for hours at a time. Superb!

OVERALL 86%





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© Heston

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THE ARCADE IN YOUR BEDROOM

If you're one of those who's always wanted a real coin-op in your bedroom, Mention Technical Services has something that you could well be interested in. Paul Glancey has the story...

Owning an Engine or a Megadrive was one hard-to-beat pose for anyone who wanted to be part of the real gaming elite. I use the past tense, because now there IS a way to out cool Johnny 'Consoles' Chuckletrousers across the street. Mention's Personal Arcade Plus.

After many months of importing and selling consoles, Mention Technical Services have decided to take the arcade experience even further with a coin-op cabinet which fits around a Megadrive, PC Engine, in fact any console or computer on the market.

It's a sturdy pre-built wooden box that comes in black, silver, red or wood veneer and is, to all intents and purposes, a coin-op cabinet.

At the top of the machine is a shell into which you put a SCART monitor/TV (it can be up to 19 inches wide). Incidentally, you MUST have a SCART socket on your monitor otherwise the machine won't work. Once the monitor is safely stored, all you have to do is plug the cabinet's joystick circuit into the controller ports of your console (just like plugging in a joystick), bung in a cartridge and switch on. The cabinet has two arcade-quality sticks, six fire buttons and two select buttons which you can use on any one or two-player PC Engine or Megadrive game

But this isn't the most exciting feature of the Arcade Plus, though. Inside the veneered chipboard casing, there's a circuit board which lets you hook up the main program board from any JAMMA-compatible arcade game to the joysticks. Effectively this means you can slot in any game with the same single joystick/three fire button controls - anything from old classics such as Bubble Bobble to newer titles



like Prehistoric Isle or Golden Axe. Obviously newer, classier boards cost the most (Robocop would set you back around £325) but you can pick up old games such as Bomjack, Yie Ar Kung-Fu, Pango, Extron, Ikan Warriors and Tiger Hell for as little as £30 in the classifieds of arcade trade papers like Coin Sid. The high turnover of arcade games mean that there are heaps of bargain boards coming on to the second-hand market every month.

At £199.99, the Personal Arcade Plus is an obvious luxury, but it gives arcade fanatics the chance to play real coin-op games at home at a relatively cheap price (since a proper arcade cabinet of similar standard would set you back over £400). Older arcade boards can be bought surprisingly cheaply, often only a few pounds more than a PC Engine or Megadrive cartridge, and you can always sell boards at very little loss once you're bored with them.

If you've got the cash, the Personal Arcade Plus is an innovative and highly desirable piece of equipment that any arcade fanatic would want in his bedroom.

For more information, contact Mention Technical Services on 0436 78827, or write to PO BOX 18, Helensburgh, Dunbartonshire, G84 7DO.



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"Where's the catch", we hear you cry. Well, there lan't ona. Well, not much of one really. All you've got to do is answer the easy paasy lemon squeeze questions below, pop them on the back of a postcard and send it off to: N-N-N-N-N-N-N-NINTENOO COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONOON, ECTR 3AU.

Okay, here ara the questions...

1. Mario is a Nintendo megastar - but what is his brother called?
2. What is the sequel to Oonkey Kong called?
3. Gradlus is ona of the top Nintendo shoot 'em ups. What was the arcade game better known as in the UK?

Pleasea make sure your antries arrive befora January 4th 1990, 'cos thst'a when we'll be putting them into a large pair of Y-fronts. The first five correct antries pulled out will win their sandars the fab Nintendo sets. So what ara you waiting for? Get writing!



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TOOBIN'

BY DOMARK

Okay, okay! I know it's winter, and it's most probably just about to pour with rain, but imagine yourself in California on a sun-kissed day. It's hot. Re-eeeeee hot. To cool off you and your buddy Bif each grab a six-pack of Cokes, inflate a couple of giant inner "toobs", jump in the creek and prepare to let your troubles float away.

But as you doze off downstream, you start to dream that the creek has become a wide wide river. Suddenly, off to the right, a tree plunges into the water and floats in your direction! If it punctures the toob it'll be certain glugsville! In desperation you hurt one of your coke cans towards it and, amazingly, it goes straight to the bottom! But before you have time to get cocky, some more formidable foes appear further down the bank.

▼ Fishermen cast their deadly
Dodge the snakes, Bif!



▲ Yoo! It's the 'gator!



hooks at you, and you have to use your hands and feet to frantically paddle your toob away from rocks, sharp branches in the water and nasty toob-eating snakes.

The only way you and Bif can ever wake up from this nightmare is to toob it all the way to the end of the river - and that means running the gamut of a daunting array of hazards. Every so often the river forks - with each separate tributary leading to another world. In Hillybilly land, blunderbuss-packing bumpkins are after our buoyant boys. Hell is full of such nightmarish creatures as skulls, knife murderers and pyramids with eyes. Even worse is The City (all concrete, nasty punks and pollution), and then there's The Jungle and Ice World which are



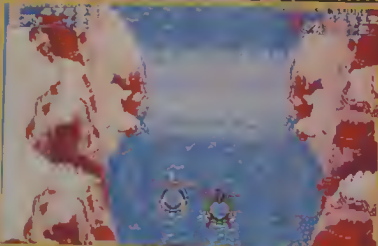
both teeming with deadly wildlife.

To make things even more difficult you have to manoeuvre your toob through bonus gates. Miss too many and a giant 'gator swims down from the top of the screen and tears you limb from limb.

But it's not all a nightmare. There are extra coke cans dotted around the river which can be picked up and hurled at the baddies, and if you grab a six-pack, you'll have an unlimited arsenal - very handy. Beach balls speed up your rubbery ride and there are also extra lives to collect in the form of toob patches.

If you manage to reach the beach party at the end of the final level, the nightmare is over and you can return to normality (as if anything in California was

▼ *Hillbillyland on the Spectrum.*



▲ *Wheee! Down the rapids!*

chucking Coke cans at wacky baddies might sound silly, but it's a great fun - you just never know what to expect next!

The graphics on both the Amiga and ST are great, with nicely detailed sprites and colourful backdrops, and there are a host of wacky soundtracks to toob to. The gameplay is highly addictive, with bonuses all over the shop and some really crazy worlds to paddle through. Whether or not you were a fan of the coin-op, this conversion is definitely worth checking out.

JULIAN RIGNALL

UPDATE

Amstrad and C64 versions are coming soon, and will play very similarly to the Spectrum version, but will have much better graphics and sound.

ever normal anyway)

As you might have gathered reading this, Toobin is one strange game. But it's this surreal weirdness that makes it so appealing. Paddling down a river

▼ *P.P.Pick up a patch.*



▼ *Teeth! It's the 'gator! Yes, again!*



ST	£19.99
GRAPHICS	83%
SOUND	81%
VALUE	79%
PLAYABILITY	84%

Looks, sounds and plays great. An excellent conversion of Tengen's weird and wonderful coin-op.

OVERALL 82%

AMIGA £24.99

More colourful sprites, full-screen scrolling and superb tunes make this even more fun than the ST version. If you're after an original and fun-packed game, check this sucker OUT!

OVERALL 83%

SPEC £9.99

Decent scrolling, but some of the sprites are a little indistinct. Still, this conversion captures the spirit of the coin-op, and is addictive and enjoyable.

OVERALL 78%

PREVIEW

NORTH AND SOUTH INFOGRAMES

Remember the North and South TV mini-series of a couple of years back? Well that's got nothing to do with this game. Well, OK, it has, but only insofar as it's based on the events of the American Civil War. Stop yawning at the back, there - sure it's a strategy game, but there's not a hex-grid or co-ordinate entry system in sight. In fact Infogrames' effort is an ingenious arcade strategy game in the Defender of the Crown mould which pits your Yankees against the computer's Confederates (or the other way around). Three laff-a-minute arcade sections and loads of humorous touches make North and South one to look out for.

RELEASED: AMIGA
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PC £24.99

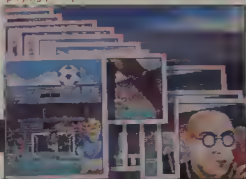


EUROPEAN SUPER-LEAGUE CDS

Christmas wouldn't be Christmas without a tooty game in the charts, and CDS have come up with the goods just as Division One is beginning to get interesting. European Superleague casts you as the manager of one of the top eight international teams, with the intention of taking your brave boys to the top of the table. Standing in your way are the other

teams (of course), a know-it-all chairman who has no qualms about firing you at the first available opportunity, injuries to your players and postponed matches. Totally icon driven, and using a unique system to display each Saturday's playing-pitch proceed-

ings, European Superleague kicks into touch as you read this. Oi, Bobby, get that contract signed sharpish!
RELEASE: AMIGA ST
SPECTRUM AMSTRAD C64, NOVEMBER
PRICE: AMIGA ST, £19.99. SPECTRUM AMSTRAD C64, £9.99



SNOOPY AND THE CASE OF THE LOST BLANKET THE EDGE

Seems The Edge are right ones for licensing cartoon characters. After digitising Garfield's tummy tizzog they've produced an arcade adventure starring Schulz's ebullient beagle. The plot centres on Linus' security blanket which has mysteriously gone walkabout and it's up to Snoopy to take on the role of detective in the search for the missing material. The

MIDWINTER RAINBIRD

Alas, the Green Party didn't get into Parliament, and the environment has suffered. The Greenhouse Effect and Global Warming are in full swing. The world's governments have deteriorated along with the climate, and now one renegade dictator is hassling the newly-formed Free Villages Peace Force. It's up to you, as Captain Stark, to take on the enemy in a selection of scenes, in-

DARIUS PLUS THE EDGE

Taito's three-screen, twin-sealer subaquatic shoot 'em up never received the adulation it deserved, but The Edge are about to fix that with their long-awaited conversions. Two extra titles would have worked out a bit expensive, so the original has been reworked and even tarted up a bit by the Allan Syndroma programmers, hence the 'Plus' suffix. How it plays, we're not sure, but dunnit look nice? Review next ish

RELEASE: ST AMIGA
C64 SPECTRUM AM-
STRAD NOW

PRICE: ST AMIGA
19.99, C64 SPEC-
TRUM AMSTRAD £9.99



Peanuts characters are all in there, giving out objects and verbal clues to help the dog detective along on one of the three different solutions. Sounds interesting check out the review next month.

RELEASE: ST AMIGA
NOW, C64 SPEC-
TRUM AMSTRAD, OCTOBER
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THE PUNISHER THE EDGE

Dolph Lundgren, he of the hefty biceps and triceps which stormed across cinema screens in Rocky IV, returns to celluloid soon in a movie version of this violent comic book. The Edge, noticing the current revival of the whole comic industry secured the rights to the game of the film, a screen shot of which is here for your perusal. Expect oodles of fun 'n' guts when The Punisher bluffs his way onto your monitor screen in two shakas of a dolph-in-a-tilpper.

RELEASE: SPEC AMS
C64 ST AMIGA, DEC
PRICE: TBA



THE SEARCH FOR SHARLA THALAMUS

In production even as we speak is Thalamus' latest and most ambitious title to date. The Search For Sharla is being billed as a cross between Dungeon Master and Lord of the Rings, with the task in hand being to defeat the evil sorceress, Sharla, who's up to all manner

of neaty things. The stats being banded about are pretty staggering, with tens of thousands of different graphic views, a realistic sleep option (eh? - Ed) and over 500 interactive characters. This C64 screen shot looks a bit of all right, but how will the whole kit and kaboodle turn out like? Find out soon in our forthcoming review...

RELEASE: SPEC AMS
C64 ST AMIGA, DEC
PRICE: TBA

cluding hang-glider battles, skiing jaunts and cable car assaults. Meaty stuff, huh? And so it should be, as it's being programmed by Lords Of Midnight creator Mike Singleton and his Maelstrom software team. With real-time, textured, light-sourced, solid 3D graphics aplenty, Midwinter should tickle the fancy of every ardent CND campaigner.

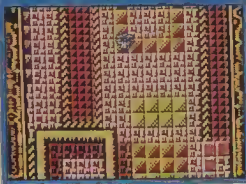
RELEASE: ST AMIGA
PC, NOVEMBER
PRICE: ST AMIGA PC,
£24.99

SNARE

HALAMUS

rumba! Thalamus certainly aren't resting on their laurels, are they? The boys with the smart T-shirts in the biz (including our own, of course) sent us a screenshot of their latest original

product, which is scribed as 'a weird shoot 'em up'. Other tails are lacking at present, but we should have a review of the product next month, so keep your peepers peeled. **RELEASE: C64 NOVEMBER** **PRICE: C64, £9.99**



SEVEN GATES OF JAMBALA GRANDSLAM

This strange game takes place in the mythical world of Jembele and you play a little bloke with absolutely no dress-sense whatsoever (dig that 'groovy' purple jacket and top hat!). The

object is to travel through the world, battling beasts, sloping off with your spots and, presumably, opening the seven gates in the title. All sounds rather jolly, doesn't it. We'll review it when it lands on our desks...

RELEASE: ST AMIGA C64, NOVEMBER **PRICE: ST £19.99, AMIGA £24.99, C64 £9.99**



JUMPING JACK SON INFOGRAMES

Jumping Jack Son is the only surviving ancestor of rock 'n' roller Jumping Jack Flash, he of the old Rolling Stones hit that none of us can remember. Anyway, young Jack has to retrieve every last rock and roll record, left littered about by The Conductors, a vi-



TV SPORTS BASKETBALL MIRROR-SOFT/CINEMWARE

Who said TV Sports Football was the be-all and end-all in 16-bit sports sims? Whoever you were. I Cinemaware's follow-up is anything to go by, you were wrong. We've seen a couple of early demos and well, our jaws literally dropped. In fact, one member of staff had to be rushed to hospital to have his sewn back in place! The full live-on-tape game is portrayed,

using some of the most realistic action you'll ever see outside of a basketball court, and of course all the frills, spills and little brass twiddly bits you've come to expect from Cinemaware products.



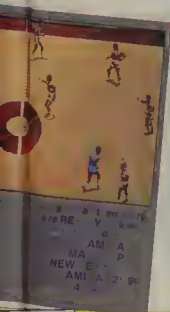
HERAKLES GAINSTAR

Herakles takes place at a time of unrest in ancient Greece. Some nasty piece of work has thrown the keystone, life force of the Gods, off the top of Mount Olympus, smashing it into twelve pieces. Zeus' son, Herakles, must leave behind the tranquillity of his unearthly homeland to search for





alous band of classical music lovers. Not only that, but he must also find the first record which Elvis made, recorded on his mum's birthday. Weird or what! Find out what the world's first rock 'n' roll arcade game is like when we review it in the not-too-distant future
RELEASE: ST AMIGA, JANUARY
PRICE: ST AMIGA, £19.99



PSYCHO FOX SEGA

This one looks very familiar to us lot down here. Remember the computer game Fox's Fights Back from a year ago? Yes, it does bear a bit of a resemblance, don't you think? Whether it is a conversion of that title we don't know, but we don't really care as long as the finished product is worth playing - after all, that's what counts, isn't it.

RELEASE: SEGA, DEC
PRICE: £24.95



the pieces, before the evil spirits rise up and do unspeakable things to the inhabitants of the country. Featuring "unique" 3D perspective views and a scaled-down map of Greece, Herakles should tickle the fancy of both gamers and historians alike.

RELEASE: ST AMIGA PC, JANUARY
PRICE: ST AMIGA PC, £24.99

CADAVER IMAGEWORKS

Hold onto your dangly bits and keep your fingers out of the electricity sockets folks, 'cos the latest game from those bastions of brilliance, the Bitmap Brothers, are about to knock out their next title! The lads with the binary Midas Touch are turning their combined talents to the world of er... cadaver, in which you play as Sherlock Holmes-like in the Dark Ages, on the trail of a mass murderer. Just feeling a swiff

grance at the screen shot printed here shows that this ain't gonna be no walk through the park (hardly surprising really - it's set in a castle!) but what they can promise you is the

usual attention to detail which have made the Bitmaps the hottest property in the 16 bit marketplace.
RELEASE: ST AMIGA PC, NEW YEAR
PRICE: TBA



DYNAMITE DUX SEGA

Sega's own cuddly high-explosive hurling feathered friends finally waddle their way onto the Master System, meeting with whoops of admiration from their devoted fans. Heavy artillery is the name of the game as our heroes launch an all-out offensive to retrieve their



chicks (!) from a big bad ball of bluff. Looks good, doesn't it! Let's hope it's as playable as the orig-

inal, too.
RELEASE: SEGA, JANUARY
PRICE: £24.95



DEAD ANGLE SEGA

Another arcade conversion to the little 8 bit console, with the currently trendy 1930's Prohibition "bust up the booze racketeers with a big gun" storyline. Is this screen shot is anything to go by, Sega owners are in for a treat when Dead Angle hits the store shelves soon.

RELEASE: SEGA,
JANUARY
PRICE: £24.95

BASKETBALL NIGHTMARE SEGA

Basketball with a terrifying difference - after all, wouldn't you be more than slightly wary of a basketball-wielding wolt wearing a pair of purple drainpipes? Positively nightmarish! A strange new twist on a well-tried theme looks set to be a winner with

ASTERIX AND THE ENCHANTED CASTLE COKTELVISION

Asterix is all set to make his second appearance on home computers after the disastrous attempt made by Melbourne House a couple of years back. This time, Panoramix has forgotten how to make the magic strength potion which helps the Gauls keep those marauding Ro-

mans at bay. As everyone's fave small Gaul, the player must travel around the thirty screen playing area, collecting the ingredients with which to make the potion. There are twenty different ways to make the stuff, and only one of them is correct - so loads of headache-inducing potion-nixing is on the cards when the game is released in the coming weeks.

RELEASE: ST AMIGA PC, JANUARY
PRICE: ST AMIGA PC, £24.99

CRASHIER INFOGRADES

Crashier is a fast-paced, action-packed game that takes place in a futuristic setting. The player controls a character who must navigate through a series of levels, avoiding obstacles and defeating enemies. The game is known for its high level of difficulty and its fast-paced action.

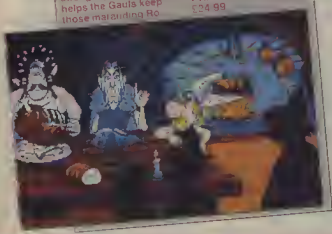


FULL METAL PLANETE INFOGRADES

Gosh, doesn't the title of this latest game from over ze weter sound a teensy bit like a rather gory Stanley Kubrick film about Vietnam? So what if it does, the two have absolutely nothing in common. Full Metal Planete is derived from a French Sci-Fi strategy board game called Ludodelire, and it centres around the exploits of a mercenary, hired by a large mining company,



to nobble the opposition and pinch all of their gear. Sound wild and wacky enough to you? I certainly does to us here at C+VG. Whether the finished article is up to



FOOTBALLER OF THE YEAR II GREMLIN

Four hundred thousand soccer fans went out and bought Gremlin's Footballer Of The Year, so it seems only sensible for the Sheffield-based outfit to bring out a sequel, and this is it. The aim's the same - that of beating all of your fellow footy players to become Footballer Of The Year - but this time round a host of new

problems stand between you and your title. Five leagues, trivia questions, international matches, gambling and team tactics all rear their ephorical pig bleddars as you work toward your goal (pun). Sounds fun? Look out for a review,

coming soon to these pages!

**RELEASE: ST AMIGA
SPECTRUM AM-
STRAD C64, NOVEM-
BER**

**PRICE: ST AMIGA,
£19.99, SPECTRUM
AMSTRAD C64, £9.99**

SCRAMBLE SPIRITS

SCRAMBLE SPIRITS is a fast-paced, action-packed game that will keep you entertained for hours. It's a game that's easy to learn but hard to master. The game is set in a futuristic world where you control a spaceship and fight against a variety of enemies. The game is played on a grid and you can move your ship in any direction. You can also shoot at enemies and collect power-ups. The game is very addictive and you'll want to play it every day.

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Sega sports addicts. The question is, would YOU play ball wearing anything less than designer togs?

**RELEASE: SEGA, DEC
PRICE: £24.95**



scratch is up to Infogrames, though.

**RELEASE: ST AMIGA,
CHRISTMAS
PRICE: ST AMIGA,
£24.99**

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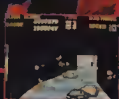
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CE 4.0



Ocean



V O T E D ARCADE GAME OF THE YEAR



IF GHOSTS 'N' GOBLINS SCARED YOU OUT OF YOUR MIND...
THIS WILL SCARE YOU OUT OF YOUR SKIN!

GHOULS 'N' GHOSTS™

Atari ST,
Spectrum Cassette
Amstrad Cassette
and Disk
CBM 64/1
and Disk

Arthur returns! The fearless knight is back in this stunning sequel to *Ghosts 'n' Goblins* (voted among the top 10 games of 1986). Three years have passed since the evil ones came to do their dirty work. Now they're back and they've captured Princess Eris, but our valiant knight Arthur is charging to the rescue against a formidable array of gruesome enemies and hairy hazards.

